The Year's Best SNES, NES, and Game Boy Titles

WINTER/SPRING 1994

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GAME PLAYERS® ENCYCLOPEDIA of Nintendo® Games

Volume Eight

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MORE THAN 100 GAMES

The BEST

Star Fox

Codes and Tips!

Plus!

Bubsy

Desert Strike

Axelay

Super Star Wars

Bionic Commando

Gargoyle's Quest

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WANNA PLAY?

Grab your pea-shooter— Mr. Wilson needs our help!

It all started at Mr. Wilson's party when my pet turtle, George, dove into the punch bowl. Everyone went nuts: Mrs. Bloopie jumped on Mr. Campbell's back... Mr. Campbell dropped his plate on Mrs. Melarky's toe... Mrs. Melarky spilled her chicken wings on Mr. Botsworth's lap... Mr. Botsworth poured his soup on Mrs. Gaylord's canary...

Then, when no one was looking, Switchblade Sam made off with Mr. Wilson's prize coin collection. Now I gotta track down Sam and those coins...or ol' Mr. Wilson's gonna make turtle soup out of poor George!!!

Based on the 1993 Summer Blockbuster by John Hughes!

Dennis the MENACE

With Ruff by your side, and your trusty squirt-gun in hand, Switchblade Sam doesn't stand a chance!

The search for Sam is on! Try the park, the school, Mr. Wilson's house and, of course, the deep, dark forest.

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gameplayers

We can crack walnuts with our bare hands!

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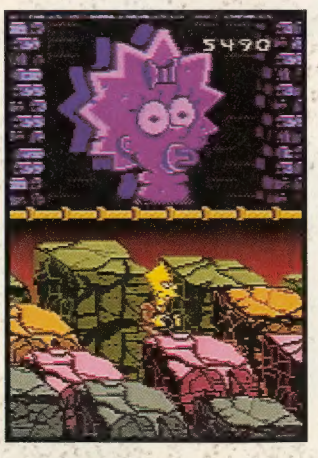

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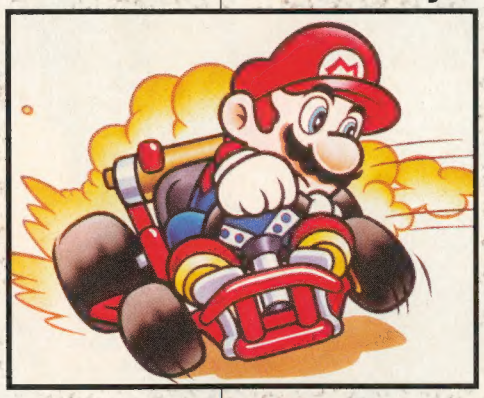

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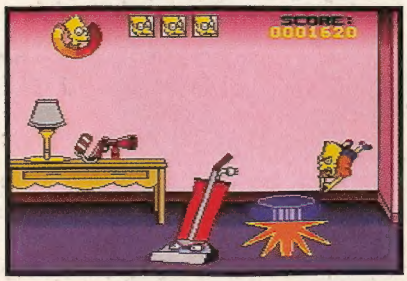

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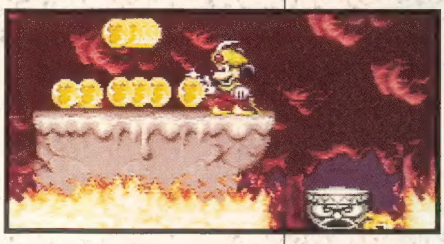

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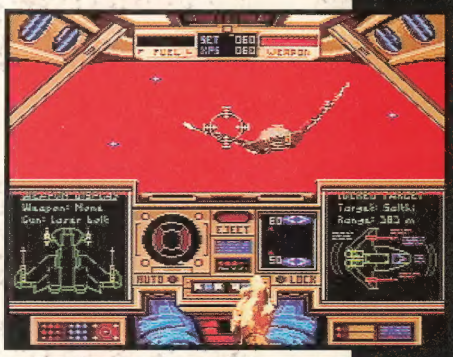

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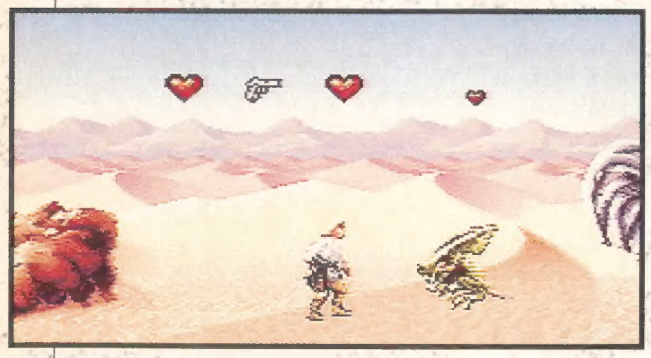

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Video Control

So What About Sega?

This is the first *Nintendo Encyclopedia* published since *Game Players* merged its Nintendo and Sega coverage in June 1993. There's one major reason why we decided to keep the encyclopedias divided though our regular monthly magazine combined its information — and that reason is *you*.

Gamers love the combined mag, but it's still nice to have all the information on Super Nintendo, NES, and Game Boy in one place. *Ta-da!* Here's an encyclopedia full of nothing but Nintendo information — page after page of tips, clues, tactics, and maneuvers for the games *you* like to play.

As time passes and more games are simultaneously released for both Sega and Nintendo systems, we may combine information in these encyclopedias as we did in the magazine. But for the time being, here's more than *ten dozen* games just for Nintendo, just for our readers. And meanwhile, *Game Players Nintendo-Sega* still provides the best joint coverage in the business!

The Ratings Game

Reviews are given an overall score from one to ten, with ten being the highest possible score. The breakdown is as follows:

1 Worthless	Avoid at all costs.
2 Bad	Not enough going for it to make it worth your time.
3 Weak	Not terrible, but not very good, either.
4 Below Average	Doesn't measure up to the competition.
5 Average	A solid game, but nothing special.
6 Good	Enjoyable, but has a few rough spots.
7 Very Good	Fun, challenging, and well designed.
8 Excellent	An innovative game you can enjoy for hours.
9 Outstanding	You can't go wrong; one of the top available.
10 Incredible	Quite literally, the perfect game.

The overall score reflects our evaluations on six key points. Games are evaluated according to graphics, sound effects, music, bells & whistles (special options or other "extras"), game control, and replay value. Hardware (controllers and other peripherals) are rated for accuracy, comfort, special features, bang for the buck (does it give you your money's worth), game support (are there enough titles to make it worth your while), and originality.

It's important to realize that not every category equally influences the game's overall score. For example, you wouldn't fault a fantastic arcade game because it has an annoying soundtrack, and you wouldn't mark down a terrific puzzle game because it leaves something to be desired in the graphics department.

The *Game Players* "Ultimate" Award is given to those games that score an overall nine or ten on our six-point rating system.

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HAVOC IS SAILING
YOUR WAY SOON...
THE SEVEN SEAS WILL
NEVER BE THE SAME.
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STAR FOX

SUPER FX at LARGE

Vince Matthews

As Fox McCloud, you're leader of an elite group of freedom fighters known as Star Fox. Your mission is to get to planet Venom by any means possible, eliminating any resistance along the way. You're the last hope of the Lylat system, so it's vital that you defeat Emperor Andross, who's dangerously close to having the entire universe in his evil grip.

The first game Nintendo has released to take advantage of the Super FX chip, *Star Fox* offers spectacular action unlike any ever seen on the Super Nintendo. Five stages of fast flying are offered, and you can customize the game to your ability with three skill levels. *Star Fox* is a thrill a minute.

FOX McCLOUD

Fox is a skillful fighter whose aggressive style is the envy of his teammates. As the leader of the Star Fox team, he must ensure the team's safety — but he must complete the mission, too.

THE ARWING

Still in the experimental stages, the advanced *Arwing* fighter is the cornerstone of the Corneria defense system.

YOUR TEAM

Slippy Toad

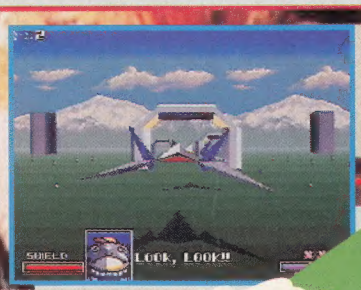
Slippy's humor and timid flying style are a unique contrast to the team's pugnacious tactics. Don't ignore his flying tips.

Peppy Hare

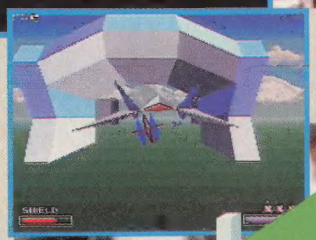
Peppy's rational thinking and extensive knowledge of the Lylat system are indispensable in fighting the evil forces of Andross. He's also an outstanding pilot and navigator.

Falco Lombardi

The skies are Falco's second home, and his exceptional flying skill reflects it. An even finer pilot than Fox McCloud, the two are nonetheless good friends.



Follow Slippy's lead and fly through the arches...



... and grab the Double Blaster icon at the last arch!

Stage 1: To drive Andross from the Lylat system, study this step-by-step view of the first stage — and be sure to follow the advice of your team.

Corneria, the most important planet in the Lylat system.

The asteroid belt

The Andross Armada

START

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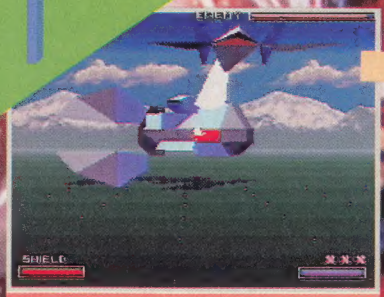
NOVA BOMB

Look here for an extra Nova Bomb. These bombs are powerful weapons, so stockpile them for later stages.

SUPPLY RING

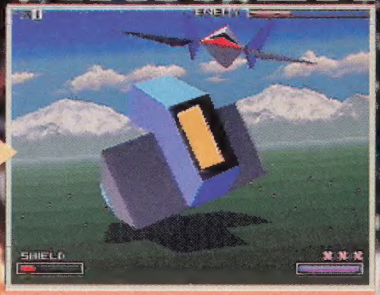
A Supply Ring appears midway through each stage. If you fly through it, it becomes the point of continue if you die. The ring also partially replenishes your shield.

ATTACK CARRIER



The Attack Carrier is Andross's only foothold in Corneria. Attack it at the launching bay, then move to other areas.

As you attack the second bay, remember to keep moving to dodge missiles and ships.



Attack the carrier's main frame when it takes a close pass...

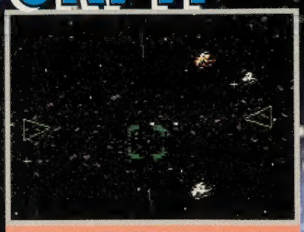
...and continue your assault as it prepares for a final attack.

Success!

Objective complete. Now continue with your primary mission.

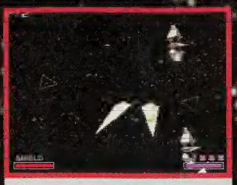
THE COCKPIT

Inside
There's an impressive array of high-tech weaponry inside the cockpit of the *Arwing*.



Bullseye
The crosshairs of the *Arwing* have triangle-wing indicators. Use these in later stages to navigate through difficult starfields.

Stage 2

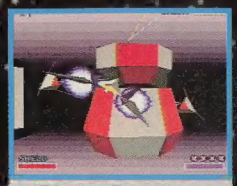


Several of Andross's forces put up resistance as you enter the asteroid belt. Take them out with lasers and stockpile Nova Bombs for later stages.

Asteroid Destroyer: Eliminate the Rock Crusher boss by taking out the side turrets, then the center.

Stage 3

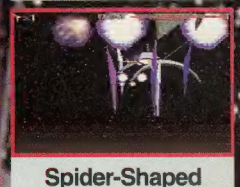
Power up your blasters as soon as possible.



Planet Bomber: Destroy the atomic core of the Armada before advancing. Take out the surrounding forcefield, then concentrate on the main core.

Stage 4

Use your retros to slow down through congested areas.

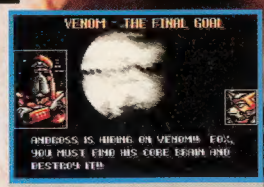


Spider-Shaped Machine: Blast off the Dancing Insector's legs with lasers. Use Nova Bombs to inflict even more damage.

MISSION ACOMPLISHED, ALMOST

As you approach Venom, use your retros to evade Andross's final attempt to stop you. You should also find the blaster increase on the planet's surface.

Phantron has regenerated into a more powerful foe. Avoid his legs, but attack him repeatedly.



Stage 5

This is Andross's last line of defense. Scan the planet's surface, taking out space torpedoes and enemy spacecraft.

Close Orbit Robot: Phantron plays a shell game, so find the real boss and show him who's really in charge.

Andross's final form!

Congratulations! You've beaten Andross at the easiest skill level. But how will you fare on a more challenging coarse?

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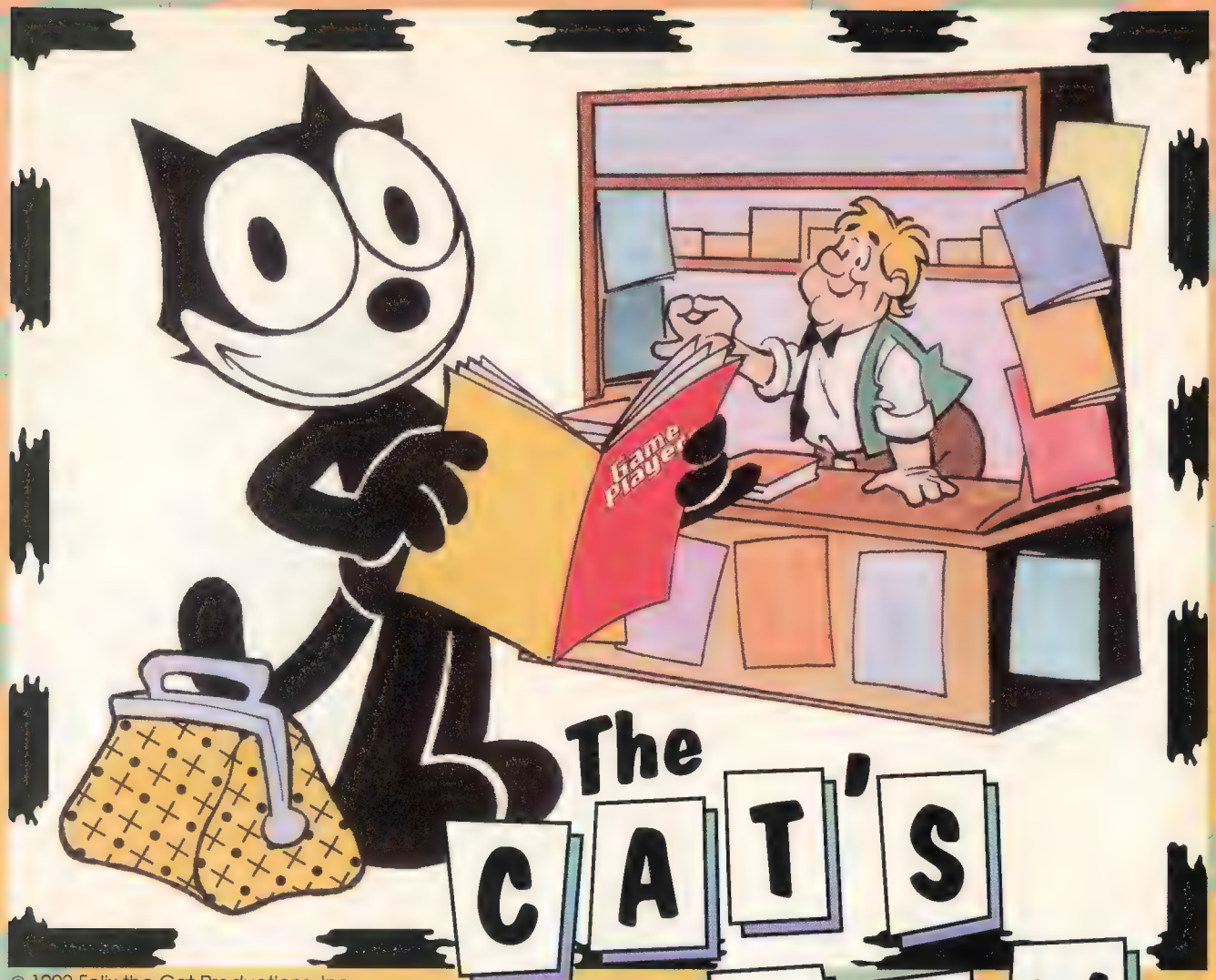
STARFOX



The CAT'S MEOW

© 1992 Felix the Cat Productions, Inc.

He's influenced everyone from Mickey Mouse to Sonic the Hedgehog. He's had a 30-year television career, starred in a movie and a comic-book series. Still, most young gamers don't even know who he is — although their grandparents would have no trouble recognizing Felix the Cat.

"Felix bridges the gap between kids and their grandparents," says Felix cartoonist Don Oriolo. "The classic characters just come back. It's like the Rolling Stones — those guys are like 50, but you never know, they could come back and have a hit again. It's in our collective history. A lot of kids have cats named Felix, and they don't know why!"

Oriolo is the third man to bring Felix to the public. Otto Messmer created the character back in 1922 in a cartoon short called *Felix Saves the Day*. The Felix of the Roaring 20s was scruffier-looking, but he soon became a media celebrity. Within a year, his daily comic strip was syndicated throughout the country.

In 1927, Charles Lindbergh took a Felix doll with him as a mascot when he became the first man to fly solo across the Atlantic. In 1930, RCA Laboratories chose Felix as the very first image broadcast on TV. Queen Mary of England had a cat named Felix, and Felix was the first cartoon character used as a giant balloon for holiday parades. Walt Disney admitted that he just gave Felix round ears to create Mickey Mouse.

Naturally, Felix also appeared in cartoon shorts played before feature-length films. After *Felix Saves the Day*, 118 five-to-eight-minute cartoons were made. Felix's comic strip also continued, and in the 1940s, a man named Joe Oriolo (creator of Casper the Ghost) began to work with Messmer on the comic strips and comic books. By 1958 he had taken over Felix and redesigned him, giving the cat the familiar stylized lines he has today.

The 1960s gave Felix new life, as Joe Oriolo produced and directed

more than 225 five-minute animated Felix cliffhangers. Joe Oriolo also gave Felix his now-familiar magic converting bag. Since Felix isn't a violent character — Oriolo says he comes out on top in spite of himself — the magic bag gives him a way of dealing with his adversaries. Like Santa's sack, whatever Felix needs, the magic bag can become.

"Felix was ahead of his time," Don Oriolo says. "He's universally comic, so he holds up through the years. The magic bag my dad invented in the 60s is as cool and relevant today — Felix was the original transformer! Kids always love magic, and that bag makes him magical."

The introduction of the bag also made way for a new cast of supporting characters. There's the Professor, who'll do *anything* to get his hands on the bag; Rock Bottom, the Professor's henchman; Poindexter, the Professor's genius nephew, who's always inventing things the Professor then uses without his knowledge; Master Cylinder, *everyone's* nemesis; Kitty, Felix's main squeeze; and Inky and Winky, Felix's mischievous nephews.

"My dad based the characters and their sayings from the people around him," Oriolo says. "For example, Felix's 'Righty-o' signature phrase was something Pat Sullivan [Oriolo's partner for the Felix TV series], who's Australian, said. Poindexter is based on Dad's lawyer."

Poindexter, as any fan of "The Simpsons" TV show knows, has also entered U.S. slang as a description of a nerd. The character named Poindexter in the 1984 movie *Revenge of the Nerds*, in fact, bears more than a passing resemblance to the cartoon inventor.

After the cartoon ended, Felix's popularity hit a low point. Don Oriolo went into music as a performer and producer. "I have to say that innately I'm a musician," he says. "My father (my brother and sister are also artistic) was so good that at an early age I went into music because I knew I couldn't top him. But I learned drawing at his knee. He always had me drawing circles. 'If you can draw a good circle, then you can draw a good Felix.'

"Before my father died, he asked me to keep Felix going, and having grown up

CAT-APULTING INTO GAMING

It's always iffy to put recognizable characters into video games. On the one hand, you have great games such as Capcom's Disney titles and Acclaim's *Simpsons* series. On the other hand, you have real disappointments like THQ's *Home Alone*. Luckily, *Felix the Cat* fits into the former.

In a game that obviously owes much to the *Super Mario Bros.* games, Felix must save his girlfriend, Kitty, from the clutches of the evil Professor, who's still trying to get his hands on Felix's magic bag. In multi-level stages filled with lower-class enemies, you travel and collect Felix head icons. Some icons hold milk bottles that refill your life/heart meter; others have power-up hearts.

These hearts are what make the game so much fun: As you

begin play in most levels, Felix's bag can punch out enemies. Once he's picked up a power-up heart, he dons a hat and cane and can surround himself with deadly stars. One more heart and he's in a small (grounded) plane and can shoot enemies nearby; a final heart puts Felix in a tank that shoots boulders. Any additional hearts are one-ups. In flying sequences,

around Felix, it seemed something I had to continue. I'd like to think I could take Felix to another plateau, but he's already perfect. I've added situations and personality, but I want to maintain his look."

One of Don's first projects was a full-length Felix cartoon, which he wrote, partially animated, and produced. Released in theaters in almost every country but the U.S., *Felix the Cat: The Movie* played this summer on the Disney channel and has been released on videocassette.

"We animated the cartoon in Hungary," Oriolo remembers. "and the logistics were mind-boggling. I was going back and forth until the rough cut was finally finished. But when I got it, three minutes were missing from the beginning of the film. I had three weeks to create a replacement. But we did it by using a huge Felix head and lifted some shots from later in the movie."

Oriolo believes Felix has reached the ripe old age of 70 because he appeals to kids of all ages and all nationalities. His stylistic appearance makes him particularly popular in Eastern countries. For example, Felix is one of the top three licensed characters (with Mickey Mouse and Snoopy — also black and white characters) in Japan.

Oriolo, in his mid-forties, has no plans to stop drawing Felix — as a matter of fact, he's already working on another Felix cartoon based on the plot of the video game. He also has a huge collection of Felix memorabilia and animation art (called "cels" for "celluloid," the medium on which the art is painted). But although animation art is selling for record prices, don't expect to see Felix at a gallery any time soon.

"The cels and the things I've collected are like part of the family," Oriolo says. "I'll never ever get rid of them."

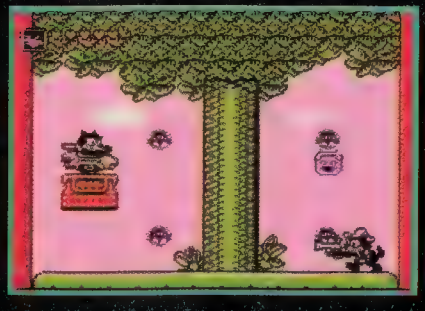
LESLIE MIZELL

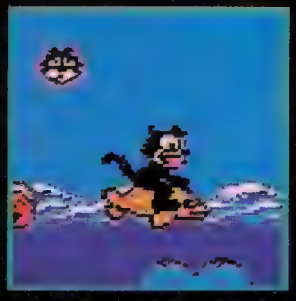
RIGHTY-O!

Felix begins with an umbrella. With one power-up, he's in a custom-made hot-air balloon; two, he's in a plane... you see how it works.

Oriolo wrote the script for *Felix the Cat* and was determined that it be a great game.

"I've been a gamer since *Asteroids*," he says. "And I wrote the script about two years ago and put the word out that I was interested in a Felix game. Then Hudson Soft contacted me, and it took off from there.

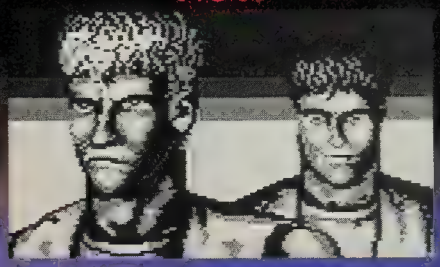




"My youngest son is an avid gamer, and I actually incorporated a lot of ideas that he gave me. We'd show his friends the early versions, and they'd all make comments and provide feedback until we had a very good game. When it was already in production in Japan, I showed it to a friend in San Francisco and asked him if he though it was a good game. He said yes. 'Yeah,' I said, 'but is it a *great* game?'. We decided it wasn't. So he went to Japan with a laundry list of things, and they made some last-minute changes. From that point, we made it 50 percent better."

Kevin Sullivan, the marketing manager for Hudson Soft, appreciates Oriolo's input. "This license is so unique," he says, "because instead of going through a whole corporation, a conglomerate of people to get approval for this change or that, it's just Don. *Felix* had a very smooth translation. Don came up with the storyboard and ideas, and most of them are incorporated into the final game. We expect to release a Game Boy and Super NES version in 1993."

WITH THEIR NEW TRAINING, BILLY AND JIMMY SHOULD FIND IT A PIECE OF CAKE TO DEFEAT THE STRONGEST ENEMY IN THE WORLD — **NOT.**



Any action fan worth his joystick knows Billy and Jimmy Lee. Those martial-arts masters can't get enough of their *Double Dragon* adventures — after three NES and two Game Boy adventures, they're back for more.

In *Double Dragon 3: The Arcade Game* for Game Boy, the duo heads back to the city after two years of martial-arts training. But before they reach their destination, they run into a fortuneteller who sends them on a mission to find three mysterious stones. Once they have the stones, they'll travel to Egypt to fight the world's strongest army. You must take on the army singlehandedly as Billy, or you can hook up with the Game Link video cable, and a friend can join you as Jimmy.

Your adventure takes you across the globe, but your first stop is the U.S. As you search for the three stones, the game gets tougher, and you must use different weapons to defeat enemies. For example, the goons in Italy wield wicked arrows, and your Egyptian conflict is against chain-whipping monsters.

A new feature of *Double Dragon 3* requires you to *buy* your tricks and weapons from stores. If you die during an encounter, you lose anything you've bought. Luckily, the difficult level isn't particularly high — once you've learned the bosses' fighting patterns, they're easy to take down. As a matter of fact, the only maneuver you really need anywhere in the game is the flying jump-kick. But if you're itching for some martial-arts action, pull that black belt out of your closet and join the Lee brothers.

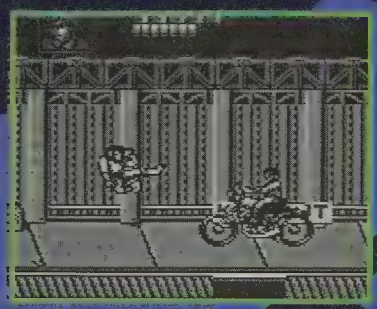
Jonathan Gowan

DOUBLE DRAGON 3
THE ARCADE GAME

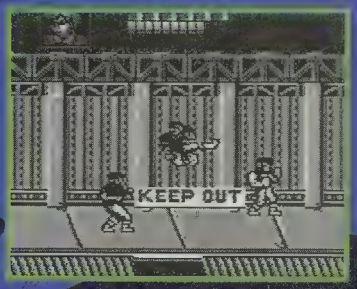
ACCLAIM/GAME BOY

Acclaim; 71 Audrey Avenue; Oyster Bay, NY 11771

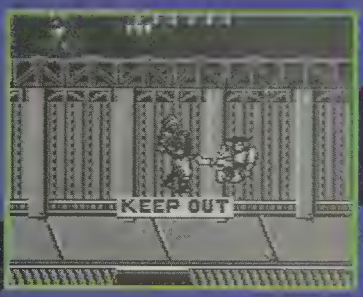
If you position yourself on this car, you can swing your weapon or jump-kick enemies who jump on it. It's an easy way to fight one enemy at a time instead of a whole gang.



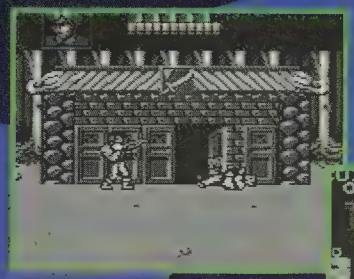
Perfect your flying jump-kick, then knock these motorcycle goons to the ground.

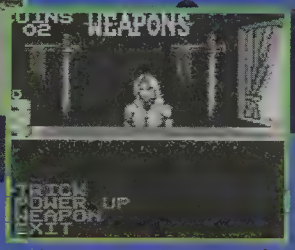


Don't let these two scrubs push you into the first boss. Move to the left and get rid of them, then take on the big cheese.



When fighting the U.S. boss, run toward him, pull back when he kicks, then hit him with a flying jump-kick.



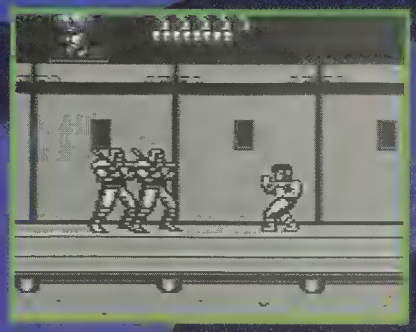


Since you must purchase tricks and weapons in Double Dragon 3, your first stop in level 2 is this store.

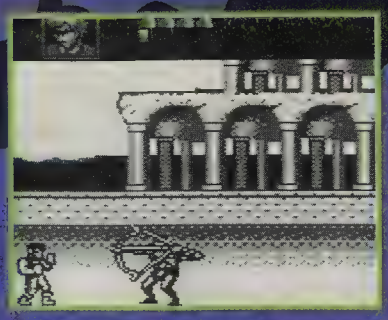
Bad guys tend to gang up on you, so try to put your back against a wall so you can't be ambushed from behind. If you have a weapon, keep it swinging — the thugs should jump into it.

When fighting the boss of China for the first stone, let him kick, then hit back with a flying jump-kick. You can also climb the wall, then launch yourself off with a flying kick.

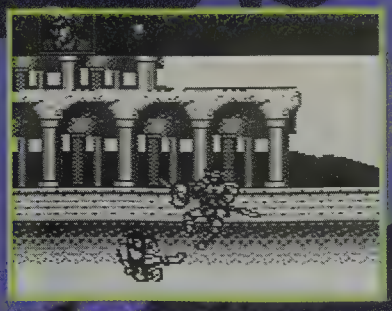
Your frequent-flyer points keep mounting as you follow adventure around the globe.



Let the Japanese boss swing, then use a jump-kick when he lands. After you give him a good thrashing, he splits in two, but just keep using jump-kicks.

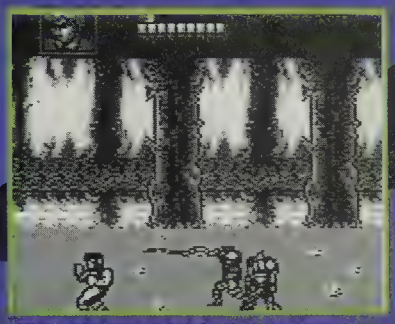


Italian goons carry bows and arrows, but you keep them from shooting if you get in close.

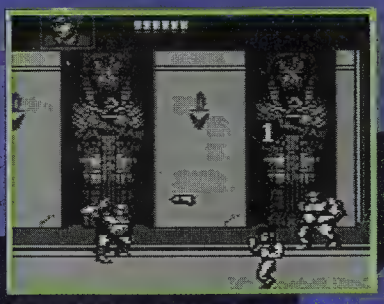


When fighting the Italian boss, let him swing his staff, then kick him. If you're knocked down, come up with a flying jump-kick and send him reeling.

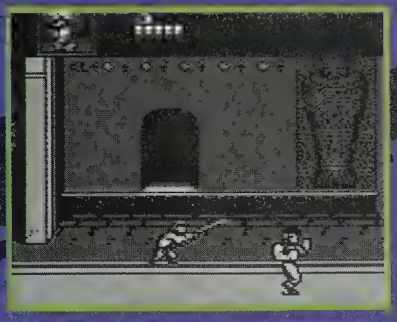
Your first encounter in Egypt is against motorcycle goons. Stay in the middle of the screen so they can't tag you from the right or left side.



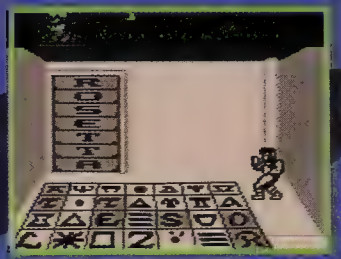
The whips wielded by these headless creatures have a long range. Attack just after they strike.



Crowd these creatures and punch them out. Don't give them any distance — they'll shoot you down with their flying fists.



Once you have all three stones, the fortuneteller tries to take you down. Let her swing her cane, then lay her low with a flying jump-kick.



Once you've beaten the fortuneteller, you enter a room and must spell out "Rosetta" to open a door. Don't hesitate — a big ugly monster head appears and tries to shoot you off the platform.

The mummy is a tough opponent. Draw him toward you and let him strike, then give him all you've got.

GP

Patrick Baggatta

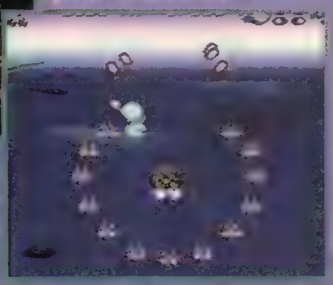
Intergalactic Shooting

When a mysterious force threatens, the planets in the Illis solar system face their greatest challenge. Only one ship, Axelay, is capable of mounting a formidable enough attack against this enemy.

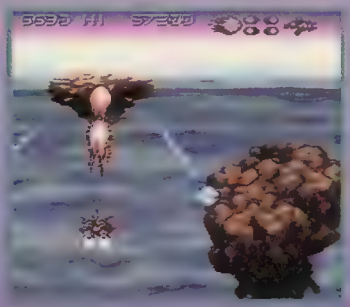
Although Axelay is fully stocked with state-of-the-art weaponry, it's going to take an ace pilot to defeat the bloodthirsty fleet — a pilot with nerves of steel and a place in his heart for the lives he must now defend. If he fails, the peaceful Illis planets will almost certainly be destroyed.

Of course if you get right down to it, *Axelay* is just another space shooter. Why should you bother? Because *Axelay* has such an innovative new twist that it makes an old idea seem almost new again. The traditional side-scrolling style of most shooters is complemented by a well-executed 3-D perspective. This 3-D view, as well as the beautifully rich graphics, add enough spice to recapture the interest of gamers who'd given up hope of ever seeing a creative shooter again. Die-hard action fans will consider *Axelay* an absolute must-have game.

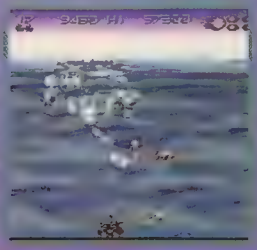
Three deadly guns are installed at the beginning of each level. With practice, you'll learn which gun to use in a given situation.



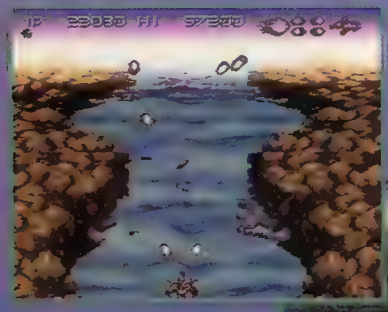
Only one of your guns can shoot to the rear — this would be a good time to use it.



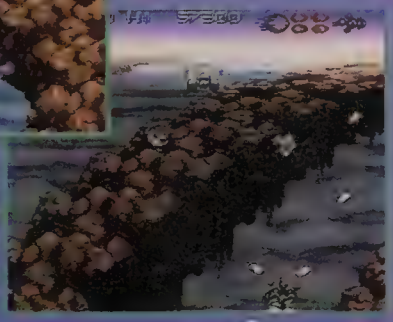
Some of these meteor stations are equipped with weapons you must destroy to clear a safe path.



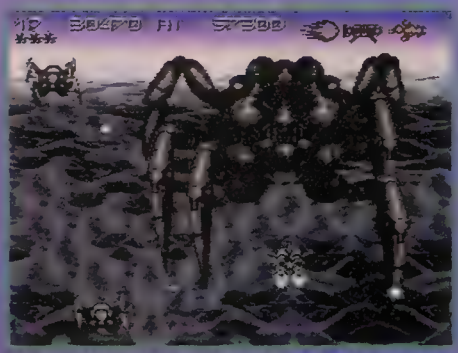
This enemy ship can disappear into the clouds, but rest assured his missiles are just as deadly even when you can't see him.



Although it requires some shuffling back and forth, be sure to eliminate all the purple webs in your path.

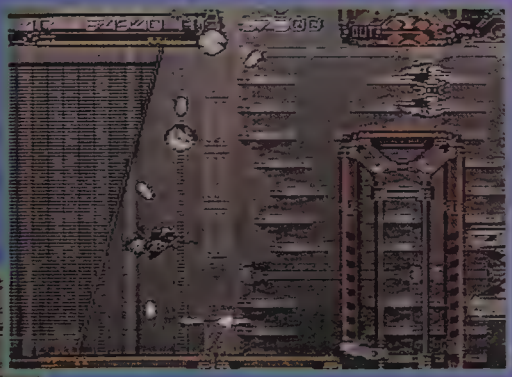


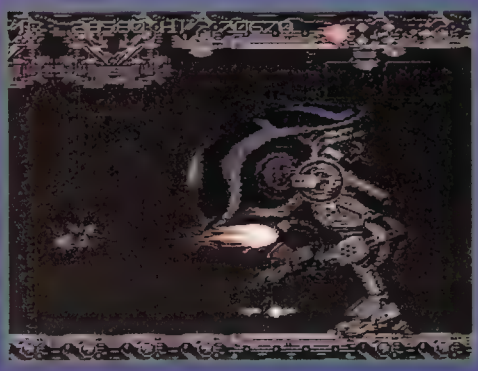
This passage narrows as you advance, but you should be fine as long as you stay true to your original path.



Stay directly in front of this space arachnid and pump fireballs into its face.

The motion in these stages' background sometimes makes it difficult to pay attention to the real danger. Keep your eyes peeled for enemy ships, large and small.

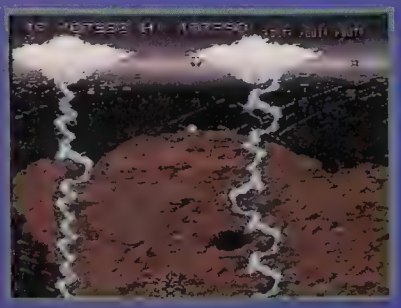


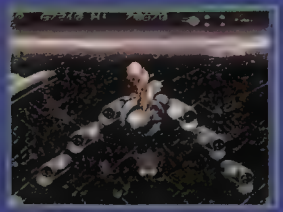


Take out these creatures in order to destroy the trip-wire that lies directly in your path.

If you can stay clear of the machine-gun fire, this boss is fairly easy to defeat.

Blow away the weak points in this floating structure before you pass through.





Your best defense against these foes is to stay clear and wait for them to pass.

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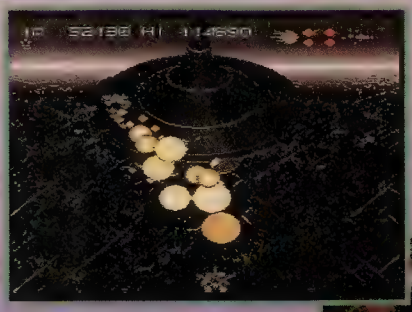
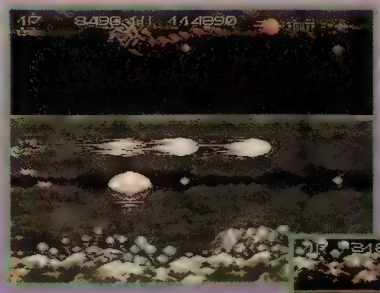
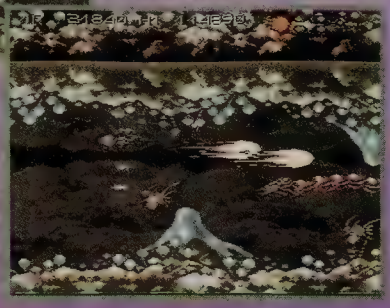


The Imm is capable of spitting out a ton of ammunition at one time. Your wide-angle gun is your best choice.

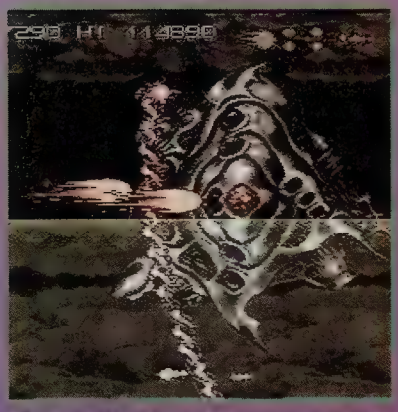


The water in this stage is not just for looks. You can choose to fly above or below sea level: the enemies you face depend on the route you choose.

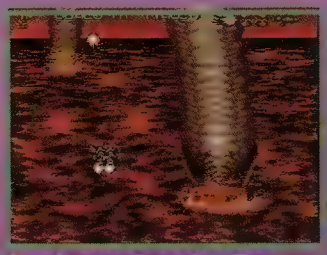
If you think this boss looks similar to the last one, you're right!



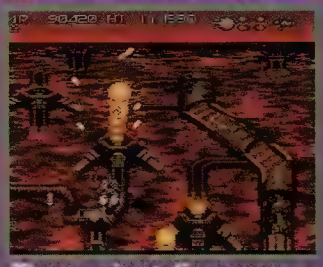
Sometimes you're forced to go underwater to fight these armor-plated fish mutations.



Generally there's more room beneath this creature than above. If you can get behind him, he's practically defenseless.

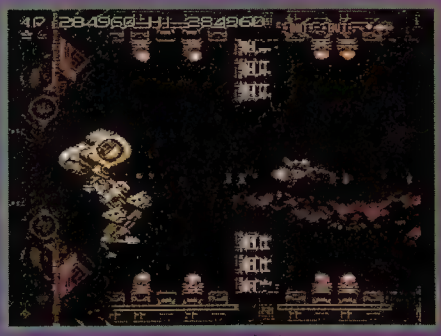


Look out for the fire spirals that rise up from the ground to meet you.

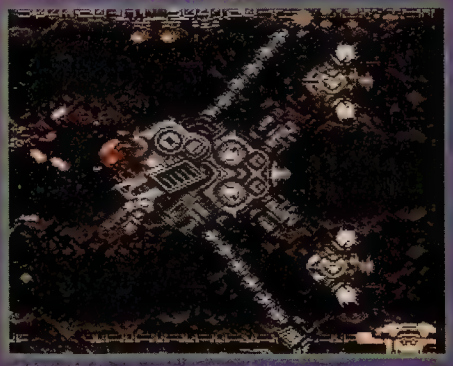


These giant fireworms shouldn't cause you trouble — simply stay out of their way.

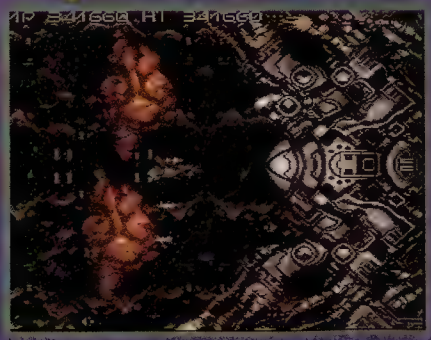
This giant firebeast's only weakness is its heart. His hands move slowly, though, so find a good position and blast away.



This mechanical walker can't be destroyed, but you can easily outrun him. Once you're past him, he's trapped behind closing doors.



You'll be surprised how quickly a creature this large can move. If you stay close to him, you can avoid vertical laser fire from the ceiling and floor as you pass by certain checkpoints.



Blow your way through this wall and prepare to face your final challenge. Of course, the way has several surprises of its own....

GP

Attention, Racing Fans!

Vince Matthews

Princesses and plumbers, start your engines! Go head-to-head with Bowser, King of the Koopas ... match wits with that wacky monkey, Donkey Kong ... and test your mettle against the toughest bunch of drivers this side of the Donut Plains. You're at the wheel of a single engine, metal-pipe frame go-cart in a race for the coveted Gold Mario trophy. Think you can handle it? Then strap yourself in for the wildest ride of your life! It isn't *Super Mario World* — it's *Super Mario Kart*!

With outstanding graphics and musical themes taken from *Super Mario World*, you'll feel like you're in a Mario amusement park when you play *Mario Kart*. Listen and watch as you go *inside* Bowser's Castle, driving only inches above boiling lava. Zip by Vanilla Lake and Chocolate Island — but don't waste time by stopping. There are four cup races: the Mushroom Cup, Flower Cup, Star Cup, and the Special Cup. But if you need a break from the racing action, there's a battle mode that's a great game in itself! Come to think of it, amusement parks should *be* this much fun! So what are you waiting for?

Bowser: : Although his cart has slow acceleration, it's great at top speeds. Both Bowser and Kong can knock you around a bit if you hit them during a race.

Good day, race fans! I'm Lakitu, your host for this exciting day of racing. The *Super Mario Kart* circuit takes you through several areas of Mario World. I'll be giving you tips to beat both the tracks *and* the competitors.

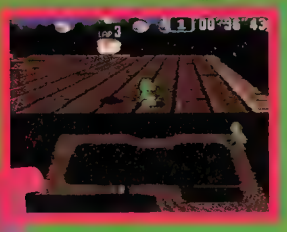
Nintendo of America; 4820 150th Avenue NE; P.O. Box 957; Redmond, WA 98052

Racing the Circuit

Donkey Kong Jr: This monkey can sure hold the road. He always gives Mario a problem.

The Mario Kart Grand Prix

Choose from four courses in Battle mode.

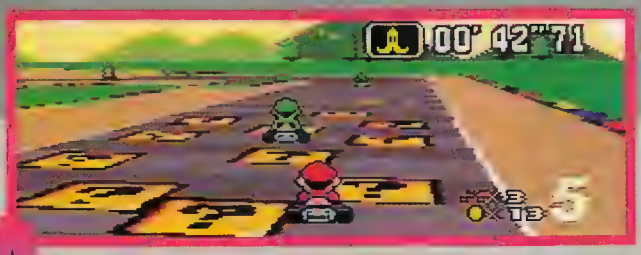


Time trials

Select one of three different vehicle classes: The 150 cc class is available only after you beat the 100 cc and 50 cc classes.

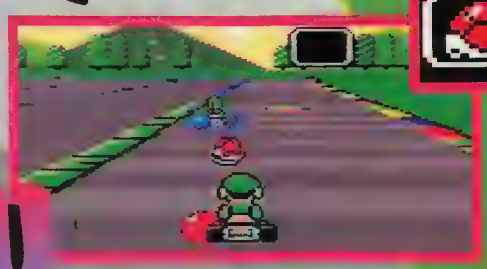
Choose from eight drivers.

Blocks and Track Items

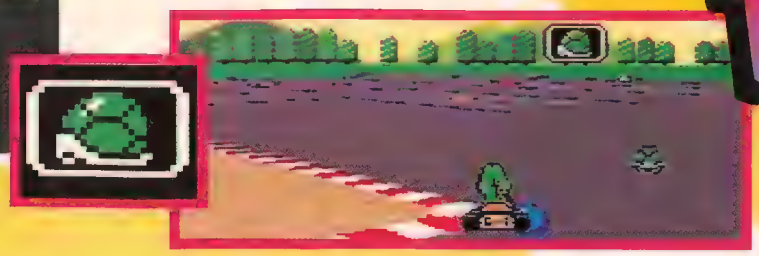


Always run over yellow "?" blocks to acquire items — even if you have to slow down.

There are item blocks in Battle mode, too.

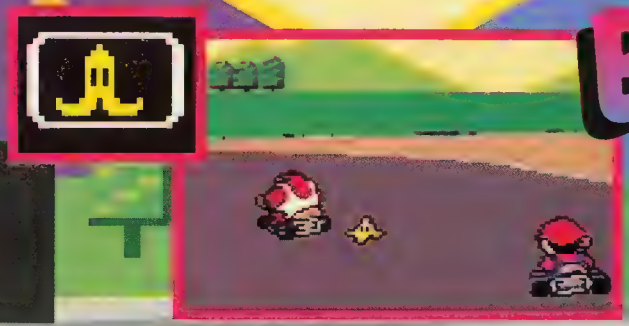


Use the **Red Shell** as a guided missile in both Battle and GP modes.



The **Green Shell** can be banked against walls or dropped from your cart by pressing down on the control pad as you release it. Remember, it stays on the track until it strikes a cart.

Stars make you invincible for a limited time.

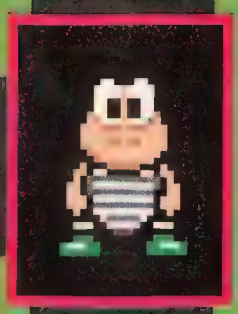


Banana Peels can be dropped behind your cart or thrown forward by pressing Up on the control pad when you release it.

Try using the **Feather** in Ghost Valley. It helps you jump banana peels and gaps leading to shortcuts.

Get an extra jolt of speed and zip through openings in some track walls by collecting **Mushrooms**.

Collect ten **Coins** for maximum speed. Additional coins are useful, too.

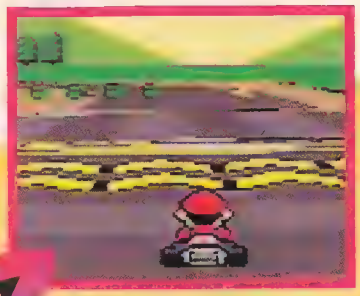


Koopa Troopa: Great handling ability makes this a great cart and driver for beginners.

The **Lightning Bolt** shrinks the other racers so that they can be run over! Lightning bolts appear only during racing.

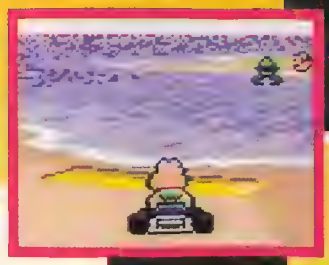
Track Strategies

Use a **Ghost** to steal items from the opposing driver in Battle mode disappear for a limited time.



Zippers give carts quick turbo boosts. Like jump bars, zippers can put you in the lead of a tight race.

Similar to feathers, **Jump Bars** allow you to jump higher than normal. Use them carefully in Ghost Valley.



Get a Super Start from the starting line by knowing just when to rev your engine. Listen carefully and try to peak out the engine as the light turns green. It can take some experimentation to get it right.

Use the L and R buttons on wide turns and pull your cart into the curve. These power slides help you cut corners and brake less often.

Luigi: Another good all-round driver, Luigi is very competitive. In a tight race, he becomes invincible, which can cause you some trouble.

se the feather to cut corners and jump walls.

f you have a feather in Ghost Valley, this shortcut can put you far ahead of the competition.

se shells like banana peels to ward off bothersome opponents.

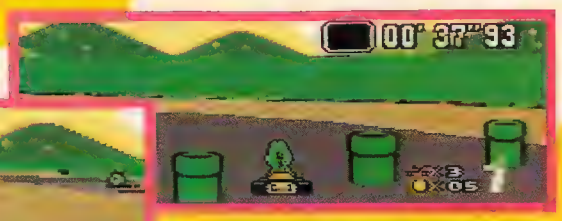
ou'll catch Donkey Kong throwing them at you, so fight back by slinging a few banana peels of your own.

Track Obstacles

n Bowser's Castle, use the L and R buttons to skip the jump bars and grab the item blocks.

ump small patches of shallow water on Koopa Beach with the L and R buttons to gain extra speed. You can use the same trick on Vanilla Lake to jump ice blocks and patches of snow.

Mario Arrest that plumber! Mario the speedster is a good all-round driver. However, he doesn't fair too well on Choco Island or Koopa Beach.



Use an invincibility star to boot pipes out of your way and take shortcuts. Your cart won't slow down as long as you're invincible.

Monty Moles may try to attach themselves to your cart during a race. Shake them loose with the L and R buttons.

A bad sense of direction can lose a race. This flag indicates you're heading the wrong way.

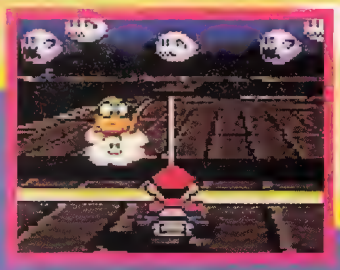
The ice barriers on Vanilla Lake take a tap or two to get through. Avoid them to save time.

Steer for open spaces in the Choco mud-bog.

Oil slicks cause your cart to spin out. Avoid them by taking sharp turns.

The Princess: Her go-cart has great acceleration, but it doesn't handle very well. She's ruthless in the 150 cc class.

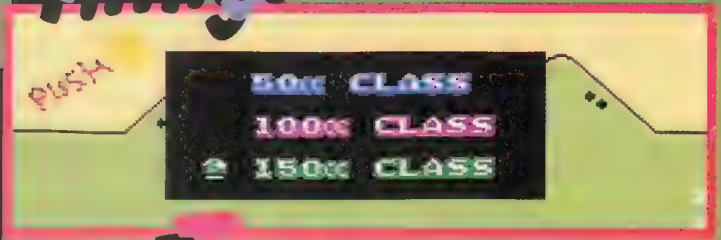
Oops! Be careful of the water in the Donut Plains and the edges of the track in Ghost Valley. But if you fall into trouble, Lakitu fishes you out with a pole.



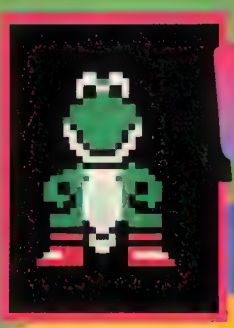
Gravel causes you to spin out. Use the brake and power-slide around these turns.

Stay ahead in the points race and you'll find yourself in the Winner's Circle!

Things Lakitu Didn't Tell You



There's a 150 cc class available if you beat the 100 cc and 50 cc classes. (Here's a hint: Get a gold in every cup race.)

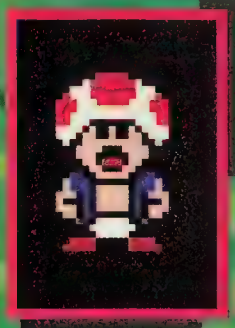


Psst, Yoshi here. There are a few things Lakitu didn't want you to know. In fact, maybe I shouldn't tell you either ... but you probably need all the help you can get.

If you beat the first three cup races, you can enter a special race.

Yoshi: A fast accelerator, Yoshi drops or throws eggs at you if you get too far ahead in a heated race.

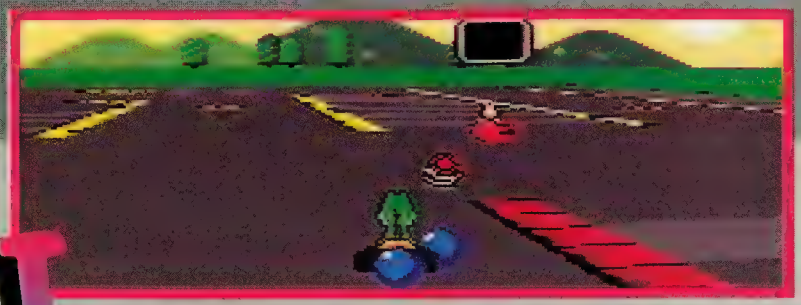
To race a ghost driver in the time trial, try this trick: End a time trial with a perfect finish — in other words, don't hit anything or run off the track. Then race the same track again and watch closely. Don't pause the time trial or your mysterious driver disappears.



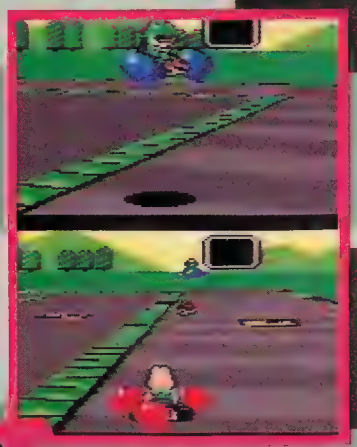
Toad: Toad's cart is another outstanding handler, but he's a fierce competitor and uses poisonous mushrooms against other drivers in a pinch.

Battle Mode

In Battle mode, three balloons rotate around your cart. The first driver to pop all his opponent's balloons wins the match. A cart with good handling and cornering is important — try Toad, Yoshi, or the Koopa Troopa.



The red shell is your best weapon. Use it to hunt your prey.



The feather can be used to hop walls and avoid red shells.

PRINCELY ACTION

Stephen Poole

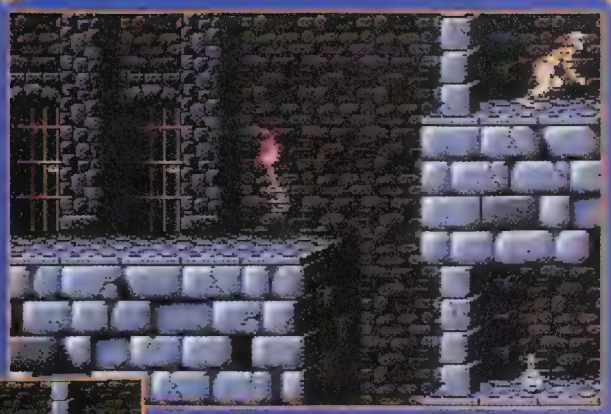
When this puzzle-adventure first appeared on PCs a couple of years ago, its silky smooth animation was unique. A few months back Prince of Persia arrived for the Game Boy, with the same game play and wonderful mazes completely intact on the small screen.

Now it's time for SNES owners to get in on the action, and Konami's 16-bit translation of Prince of Persia may be better than even the computer version. For starters, it's much more colorful than the PC game, with all sorts of nice graphic touches. New rooms have been added onto levels found in the earlier versions (the levels were laid out exactly the same for the PC and Game Boy), so even if you've played it before you'll visit different

Use the Training mode to perfect long jumps.

The sword you need to escape the first level is located at the very bottom of the dungeons, in a room that didn't appear in earlier Prince of Persia versions.

This first guard is easy to defeat, but don't get too confident — things only get more difficult from here.

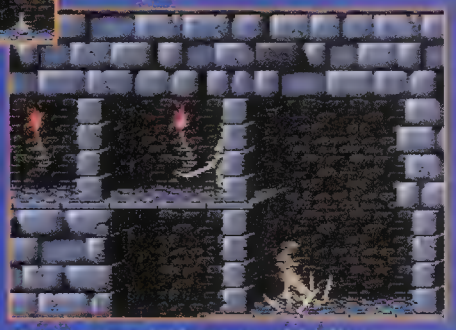


Don't pass up the big bottle of potion below you — it increases your life meter so you can take more hits in a swordfight (above). If you forget and go past the bottle, head back for it. Run back and leap just before the drop-off, then grab onto the ledge.

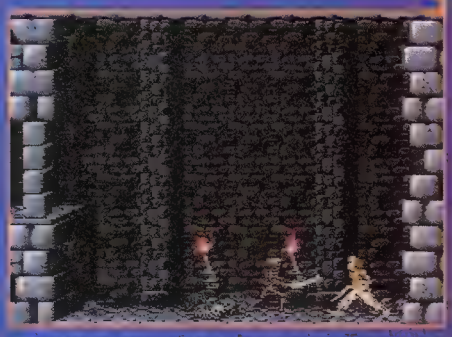
places right from the start. Best of all, Konami has added eight brand-new levels — some of them very long. You sure won't finish this game in one or two sittings!

You play the title role, a dashing adventurer who's been imprisoned in a dungeon by Jaffar, the wicked Grand Vizier. Jaffar has taken control of the land while the king is away fighting a war, and he's locked you up because the princess loves you instead of him. As the game begins, you have two hours to work your way from the dungeons to the top of the castle. If you fail, your princess is forced to marry Jaffar.

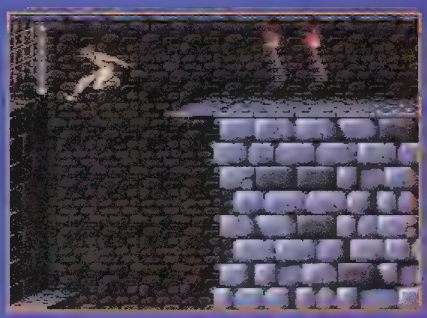
Plenty of obstacles keep you from reclaiming your love. Once you've escaped your cell



To get past the guard hiding behind the column above you, wait for him to face left and carefully walk under him. Quickly turn around, pull yourself up to his level, and be ready to start slashing.



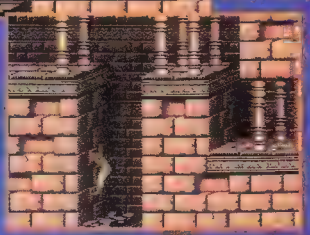
Skeletal guards like this one can't be killed, but one hit from your sword puts them out of commission long enough for you to make your getaway.



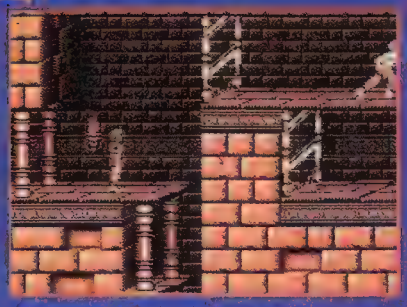
Here's one of the biggest jumps in the game. Hurry — the gate is slowly closing even as you leap.

Take our word for it — there is a place to land to the right of this abyss. In fact, you must make this leap of faith in order to open a gate blocking your path further into this level.

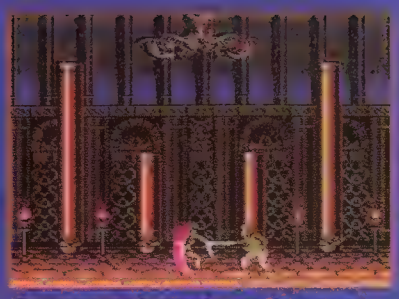
You can often depress pressure plates by making tiles fall. Also, use broken tiles to neutralize spikes that spring up from the floor.



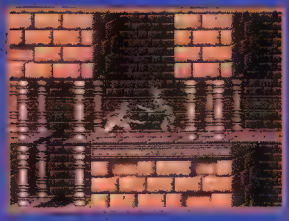
This is a tough maneuver: Jump through the gnashing blades, but not too far through. If you're not careful, you finish your leap standing at swordpoint.



If you run into the mirror at the top, you pass through it — leaving a mirror image of yourself behind. You meet this mischievous fellow later in the game.



Scour each nook and cranny for magic potions before you face this level 6 boss — you need every bit of strength to win. Concentrate as much (or more) on defense as offense.

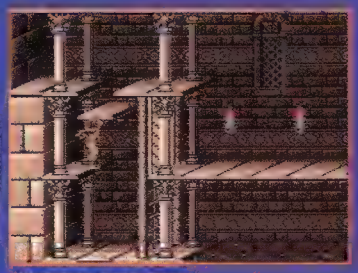


In swordfights, keep up your attack to force guards to retreat onto rickety tiles which give way almost immediately. Whenever you see unsupported tiles (like to the right of this guard), there's a good chance that they're ready to collapse.

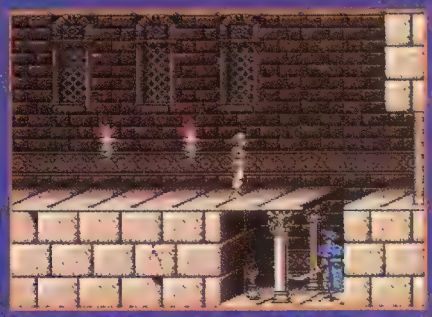
and found a sword, you can expect to duel with Jaffar's guards on a regular basis. But the real fun is trying to work your way through the castle — a grand maze filled with spikes, rickety floors, pressure plates, conveyor belts, iron gates, and razor-sharp blades that bisect you in the blink of an eye.

The only gripe some players may have is that you often must return to the start of a level when you die, so if you run into a really difficult puzzle or trap, you might end up going over the same ground again and again. Luckily, you start in the middle of some of the larger levels when you die.

Here's a close-up look at the first two levels of the game, with tips on some especially tricky spots. So sharpen your senses and ready your blade — the princess is waiting!



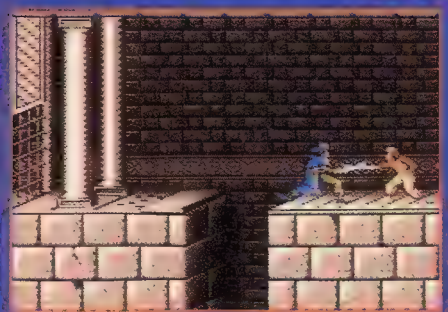
When you go through this level 7 gate, it slams behind you. To escape, climb onto the upper edge, then jump to loosen the tiles above you.



If your life meter is full when you reach this spot in level 8, don't try to retrieve the potion. Instead, try to make the guard retreat to the left until he falls into the pit.

Take this route to escape level 8. Walk to the right onto the loose tiles, then press the hang button as you fall.

You may think this is Jaffar, but it's just one of his guards. He's not as quick as the sixth-level boss, but his life meter is larger — it takes plenty of blows to get past him.



Fighting on the conveyor belt isn't tough unless you move too close and switch sides with this guard — putting you closest to the pit.

Konami; 900 Deerfield Parkway; Buffalo Grove, IL 60089

ACCLAIM
SUPER NES

THE SIMPSONS™ BART'S NIGHTMARE™ — It's a Dream!

Chris Slate

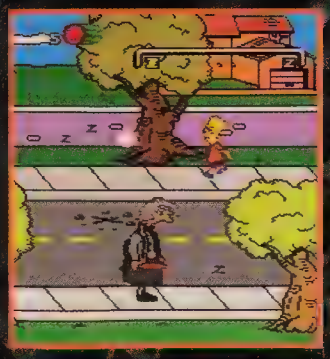
If you thought that Bart caused trouble on the NES and Game Boy, wait until you see him on the Super Nintendo! It's easy to see why his latest adventure is his wildest yet — it takes place within his own twisted little mind.

Bart's fallen asleep while doing his homework, and if he doesn't have it ready for class in the morning he could be stuck in the fourth grade forever! His only hope is to search his nightmare for the missing pages of his assignment. Unfortunately, each piece is heavily guarded by twisted versions of Bart's family (Lisa Fairies, Momthra, and the savage Homer Kong, for example) or familiar characters from "The Simpsons," such as Apu, Smithers, Principal Skinner, and Itchy & Scratchy.

Your first job is to keep Bart asleep long enough to enter five different nightmares and collect the eight pages of homework. While you're in the beginning "Windy World" scene, catch the blue "Z" symbols that float around, watch out for buses and mailboxes, and look for a piece of notebook paper blowing down the street. Jump on it and you have your choice of two doors, each leading to a different nightmare. However, if you're hit too many times while you look for the page, Bart wakes up without his homework, and whatever horrors he encountered in his dream will seem small in comparison to the wrath of Marge and Mrs. Krabappel.

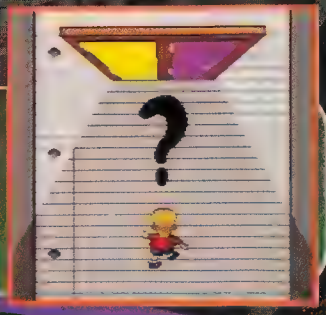
Windy World

From the bucolic streets of Windy World, you can enter any of the Other Worldly Worlds. Hop over the mailboxes at the top of the screen to earn essential bonus items.



Blow bubblegum bubbles to catch the blue Z's. Avoid the red ones — they burst your bubbles. You can maneuver your bubble with the Y button and the directional pad to conserve gum.

When you find a page of homework, jump on it before it can blow away. Then choose between the two doors, each of which leads to another deadly nightmare.

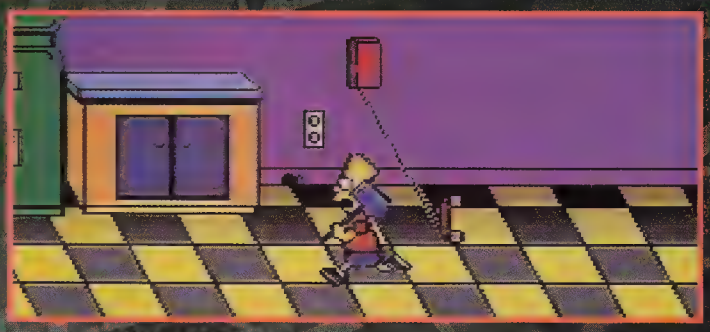


Itchy and Scratchy

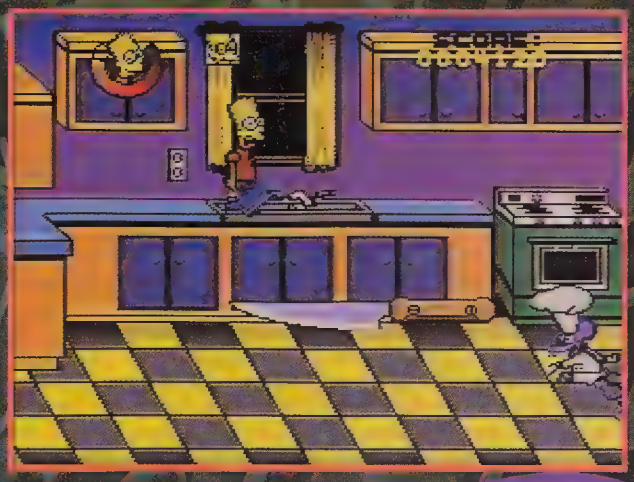
Although you can choose from many weapons in this yellow-door stage, the hammer is usually your best bet. Grab it and stay at the top of the screen, swinging down at your enemies.

As in their manic cartoon, Itchy & Scratchy keep trading their old weapons for bigger and better ones.

Duck into this corner when the vacuum cleaners attack. They won't be able to touch you, but you can hammer them.

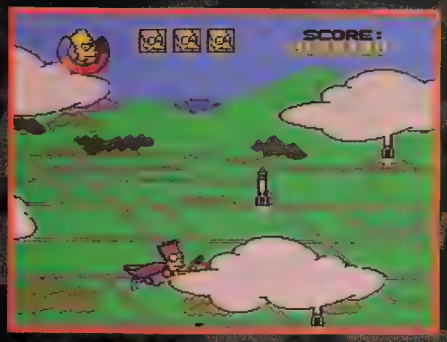


Dash by this deadly ringing phone as fast as you can, and stay at the bottom of the screen.

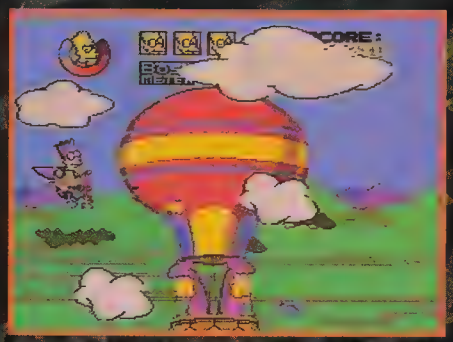


Stand on the kitchen countertop to avoid Itchy and Scratchy's deadly new weapons. Once they've thrown them away, hop down and attack!

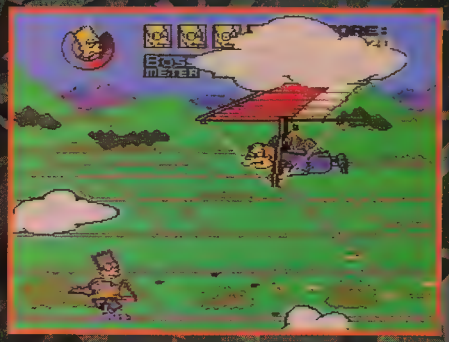
Bartman



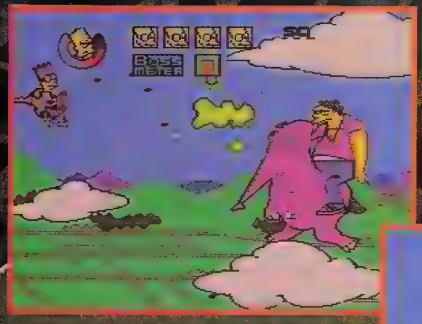
In this blue-door nightmare, you must fly continually forward and stay at the very bottom of the screen to avoid getting blasted by missiles. You'll avoid most other enemies, too.



Terrible twins Sherri and Terri attack Bart with bombs from their hot-air balloon. Stay above them while unleashing a barrage of shots. Remember that the balloon itself can't hurt you; only the basket and twins can cause damage.



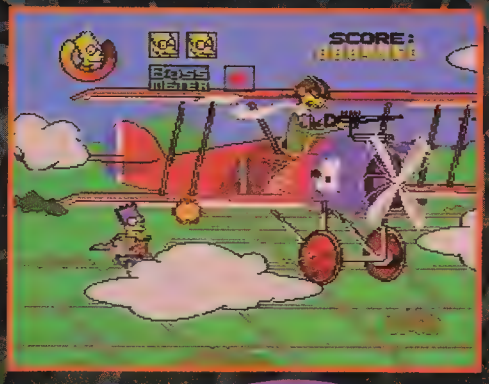
Nelson always zooms by on his hang-glider just before you reach a boss. Try to avoid him, but don't get caught underneath him when he's throwing bombs.



Barney and his pink elephant can be persistent. Try to stay above him while attacking, and don't let his noxious burp cloud get close to you — you'll smell like Moe's Tavern for weeks!

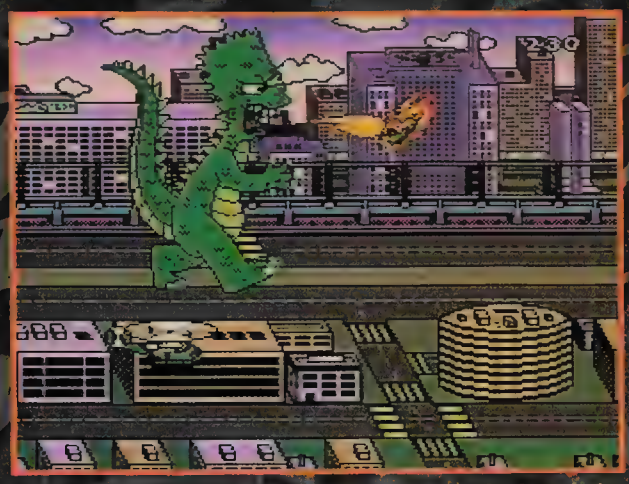
Smithers attacks in a dart-shooting blimp. Stay on the left and shoot as fast as you can — his heat-seeking missiles must be destroyed right away. Don't worry if you can't destroy him. He flies away once he's run out of darts.

After years of environmental neglect, the skies above the Springfield Nuclear Plant are deadly. Steer clear of toxic clouds — a few breaths of that stuff'll kill ya!

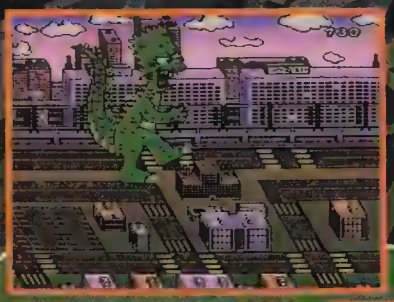


Old Montgomery Burns is your final boss, attacking out of nowhere with twin Gatling guns. Wait for him near the top of the screen, then quickly drop down (while firing) just before he attacks.

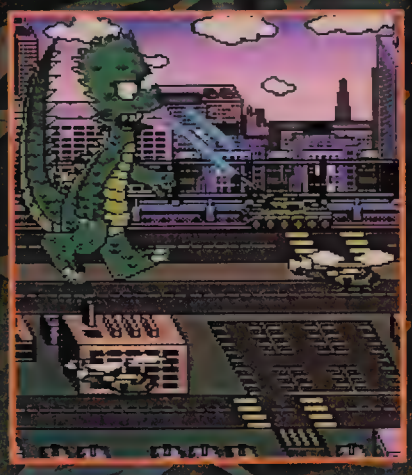
Bartzilla



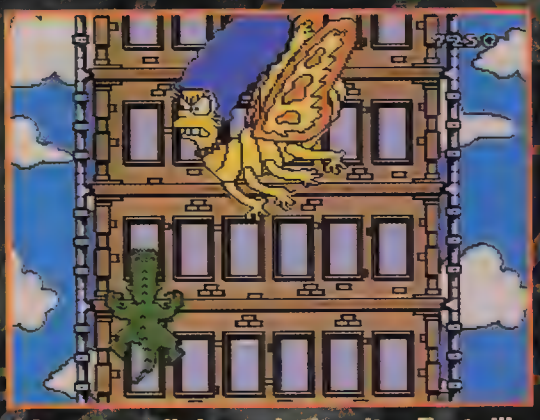
You're a super-lizard once you step behind the green door. Direct a combination of fire and lasers in front and to each side. A good strategy is to throw one, then the other as you walk — if you do, most enemies burst as soon as they come on-screen.



Occasionally Bartzilla must stomp out a building that blocks his path. When you do, all on-screen enemies are destroyed.



Zap any and all tanks before they have a chance to fire at you. A glare from Bartzilla's eye lasers should do the trick.

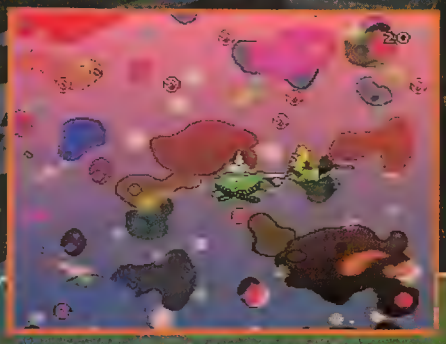


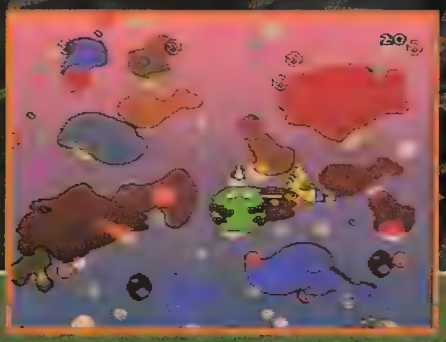
After a stroll through the city, Bartzilla takes up climbing. However, Momthra wants to make sure that you don't reach the top. Try to stay one step below her — but not low enough to fall off the screen.

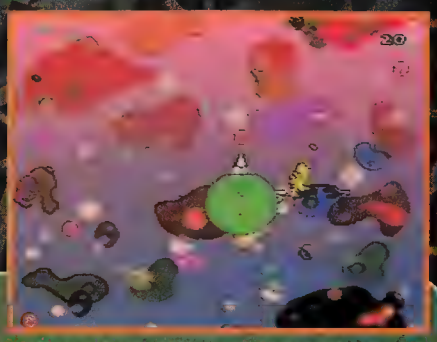
Some people will throw *anything* at Bartzilla. Here's one item not usually found in a Super NES game.

The dreadful Homer Kong waits at the top of the tower. Climb as fast as you can to avoid falling off the screen, and slip past Homer's punches to zap him back to "normal."

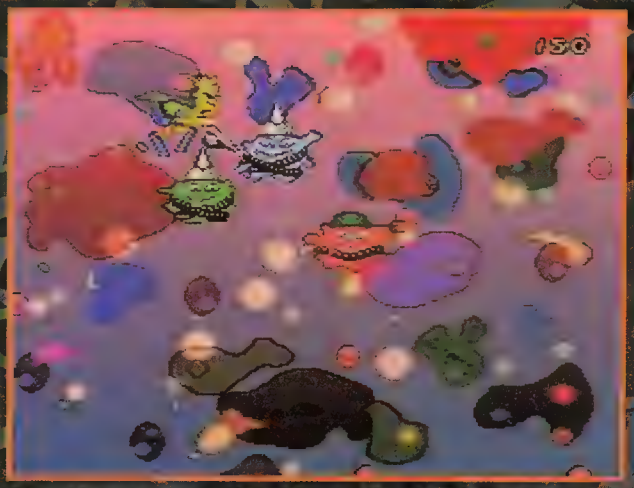
Bart's Bloodstream





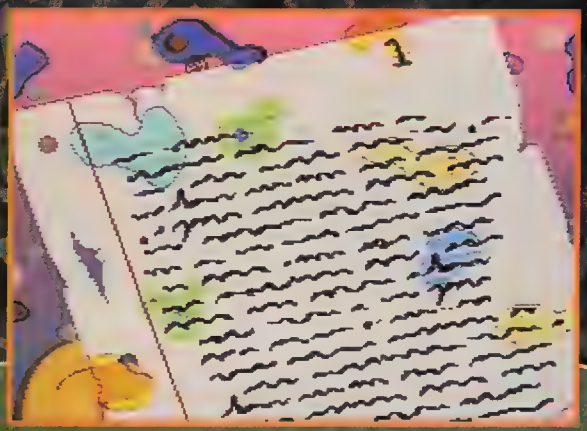


An air pump is your only weapon against these invading viruses found on the other side of the red door. If you can swim close enough to hook onto them, you can pump them so full of air that they burst.



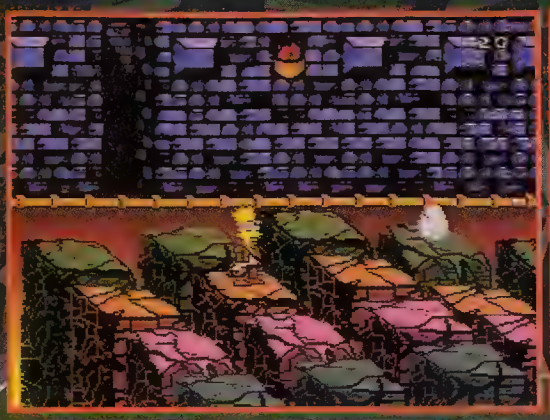
The viruses wearing the spiked helmets try to attack you from underneath. It takes a lot of hits to kill you, but if you're holding another enemy, it's knocked free.

The viruses that throw bombs are the dangerous ones — they can kill you with just one hit. Attack them from underneath; they always throw their bombs upward.

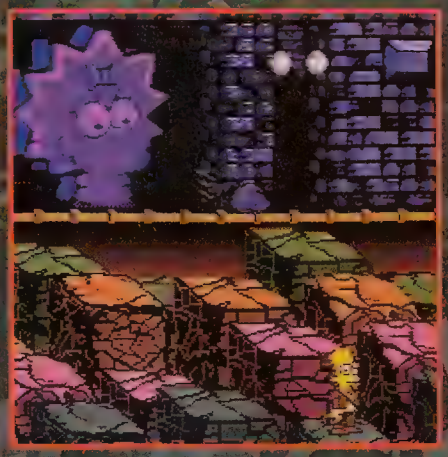


You can release a page of your homework from its barrier by bumping with your old buddy 'Senilin' Joe Fission. Quickly swim to him whenever (and wherever) he appears.

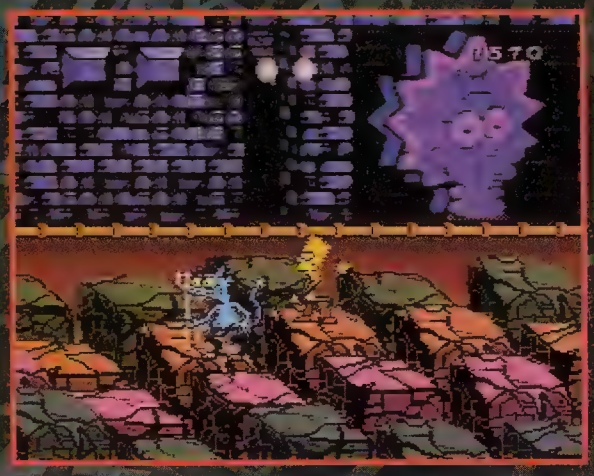
The Temple of Maggie



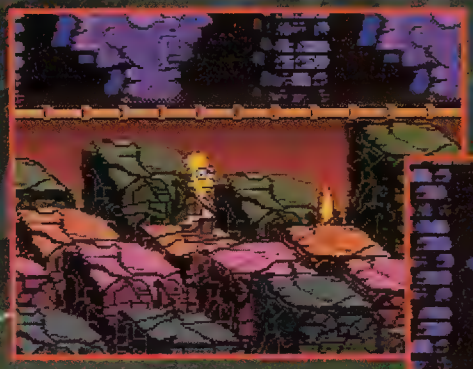
The hardest stage of the game is behind the orange door. In this *Raiders of the Lost Ark* area, watch for large eggs to appear. If you grab it, you gain an extra life. Be quick, though, or a bird swoops down to carry it — and you, if you're not careful — into the sky.



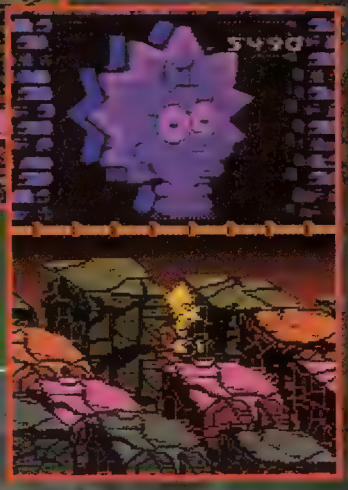
Stepping on certain blocks triggers ancient traps. Keep an eye on the large Maggie statues in the background — one wrong step and they fire pacifiers at you.

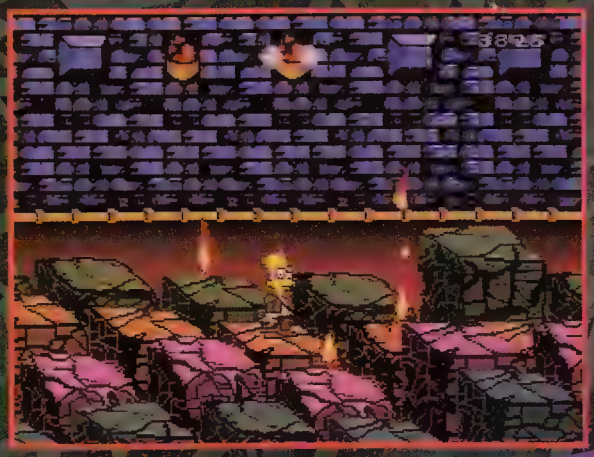


Occasionally, one of these blue demons appears. They try to knock Bart off his block by poking at him with pitchforks. Whip the demons as soon as they land next to you.



Remember to look before you leap — a block with flame on it will fall away if you jump on it.





If you jump around too long, you may find yourself surrounded by flaming blocks. At this point, there's nothing you can do that will save you.

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THE SIX MILLION DOLLAR COMMANDO

Capcom; 3303 Scott Blvd.; Santa Clara, CA 95054

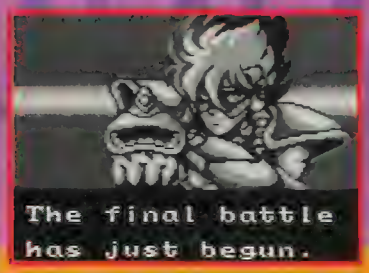
CAPCOM
GAME BOY

Jonathan Gagnon

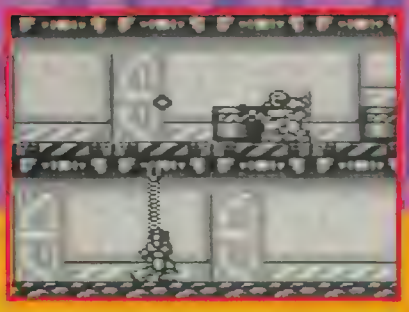
In arcade games, peaceful planets don't exist very long, and Capcom's *Bionic Commando* is no exception. Wiseman has put the Albatross Project into action, and his Doraize Army has begun raids throughout the world. Super Joe had been sent to infiltrate the Wiseman's inner circle, and although he now has vital information, he's been captured behind enemy lines. You've got 36 hours before the planet is overrun; you must rescue Super Joe and complete his top-secret mission.

You're equipped with a carbon alloy exo-suit which can withstand multiple hits. And, of course, you have the extendable bionic arm which you use to travel through the levels. Infiltrate one of the 16 enemy installations, rescue prisoners of war or destroy fusion reactors, then move to the next installation in your DX-3 Turbocopter.

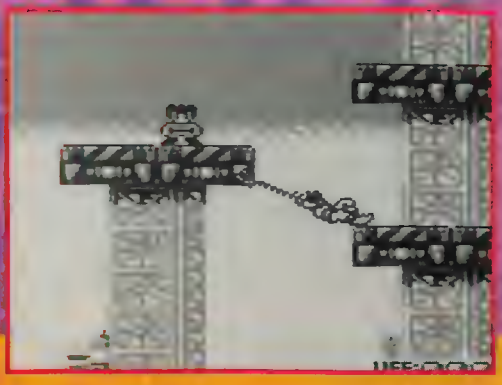
You've seen *Bionic Commando* in arcades and on your NES — now prepare yourself for some palm-sized action. Capcom has done a great job of translating *Bionic Commando* to the Game Boy. It's very much like the NES and arcade versions, with terrific graphics and smooth playability. All in all, *Bionic Commando* is a great translation of one of the greats in Nintendo history.



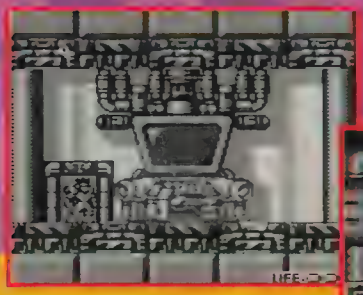
As Rad Spencer, it's up to you to dismantle the Albatross Project and rescue Super Joe.



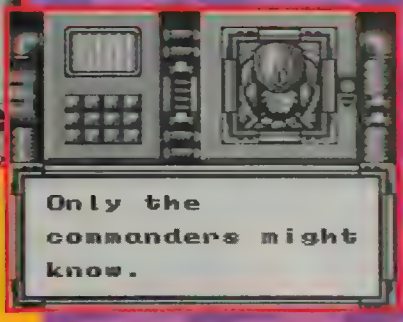
Before you use your extendable bionic arm, make sure no enemies are above you.



Rescue prisoners for extra points.

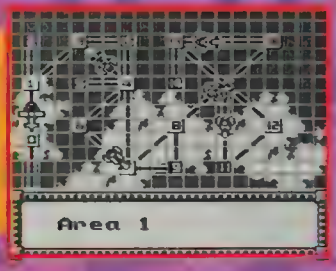


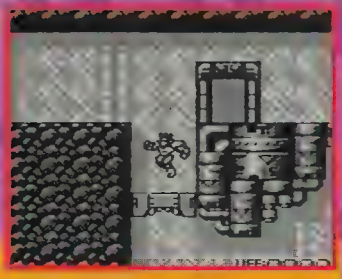
You can collect useful information in the communication rooms — but you need different receivers for each.



Shoot the middle of the fusion reactor to destroy it. Watch the enemies above and shoot them as they jump down.

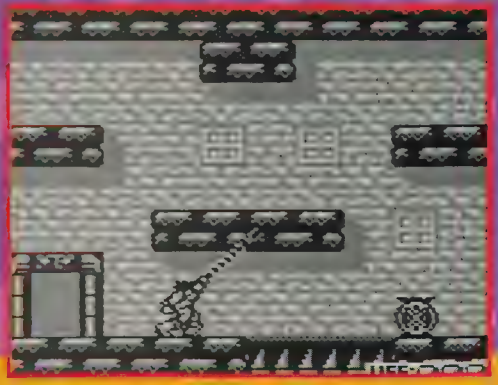
Use the DX-3 Turbocopter to transfer to a different area of the Doraize Dukedom.



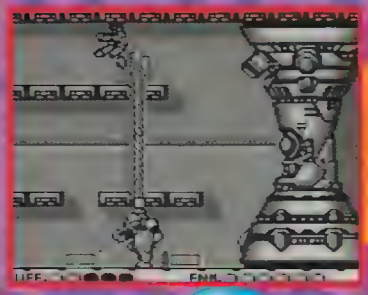


Be prepared for a fall if you take the first elevator in area 1.

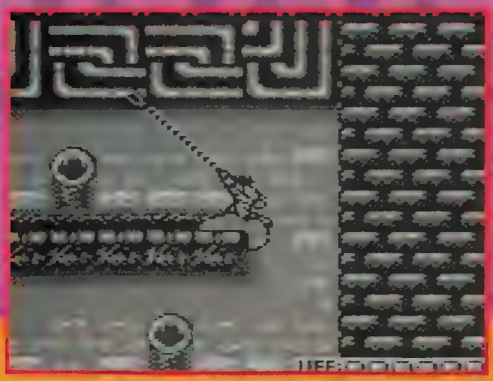
Since these energy fields are blocking your progress, shoot at the base to destroy them.



If you fire while in the neutral zone, you'll be attacked — so lay off the weaponry. Instead, grab the flare to use in area 2.

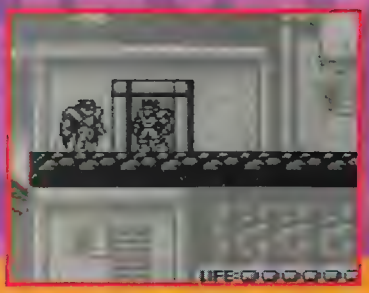


The boss guarding the reactor is tough, so don't hesitate to shoot him in the back. Wait until he turns, then blast away.

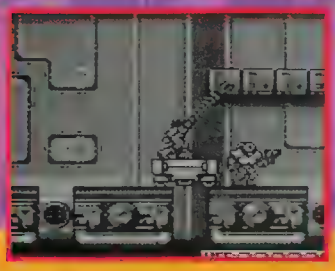


The slime tries to carry you over the side. Use your extendable bionic arm to stabilize yourself.

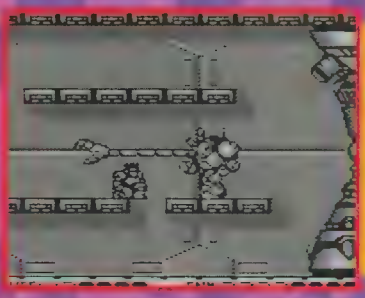
If you meet an enemy while you're transferring from one level to another, you enter a combat stage. Try to get to the right of the screen as quickly as possible.



Go in this area 5 door to find the Beta receiver.

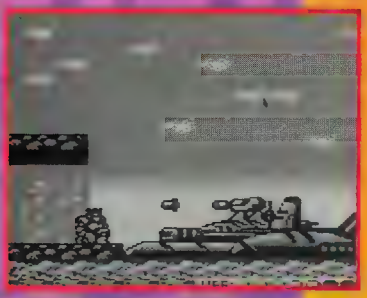


You must ride the mining cars to get around in this area. Be ready to use the bionic arm — that track doesn't last forever!

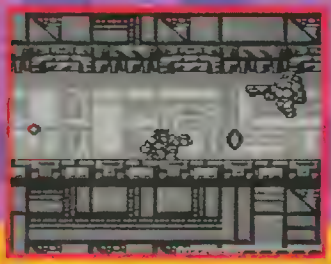


The boss of area 6 is pretty easy. Duck when he extends the claw, then stand and shoot when he retracts it.

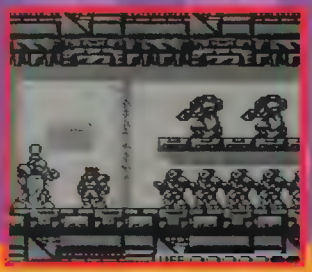
Watch out for these ray beams — they knock you down several levels. If you see this enemy, shoot, then proceed upward.



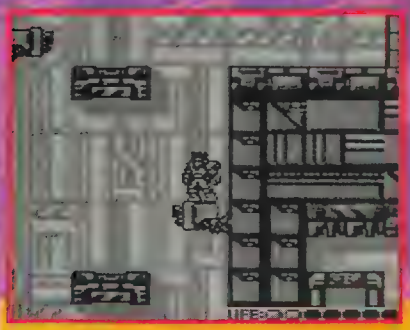
If you're caught by an enemy ship in the later stages of the game, it takes more effort to defeat it. Here, you must duck when the sub shoots, then retaliate between blasts.



These enemies hop up if you shoot, so you blow them away when you drop from the ceiling.



You've been caught and put in a cell — but don't worry. A fellow commando is sure to rescue you.

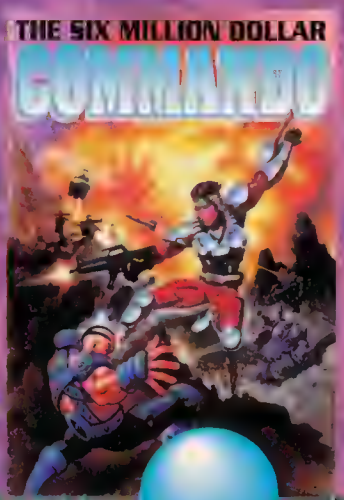


Ride the laser guns to higher levels in area 10.

Grab this container for an energy burst.

It's better to swing away from these thugs than to face them.

GP



Fast and Furry-ous

Death Valley Rally

Vince Matthews

It's a constant struggle between good and evil. One is lightning fast. The other is quick witted, but unlucky. It's speed and agility vs. stealth and cunning — it's the Road Runner vs. Wile E. Coyote.

In ***Road Runner's Death Valley Rally***, Wile E. Coyote is up to his old tricks and only you — or a heavy boulder — can stop him from turning the Road Runner into a main course. No sooner have you foiled his fiendish Plan A than he's working on the blueprints for Plan B. How many Acme order forms does this guy have?

This Super Nintendo game features high-speed hijinks so hot, you'll actually feel like you're inside a cartoon! Graphically, you'll be amazed — the 20 levels of cartoon scenarios really keep the game moving! Move over Sonic: The original speedster is back in town and ready for a 16-bit holiday tussle.

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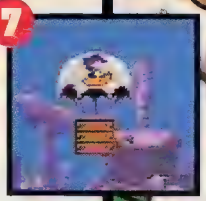
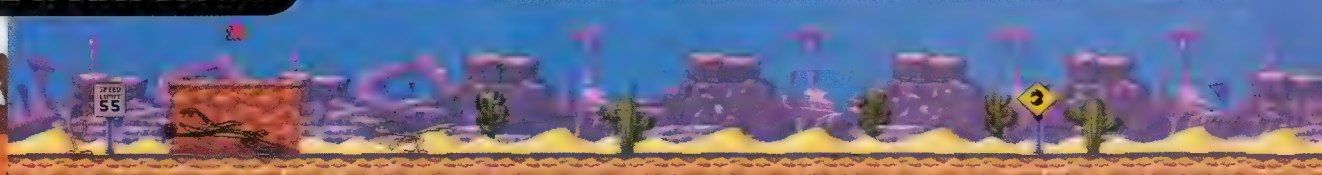
Beep Prepared

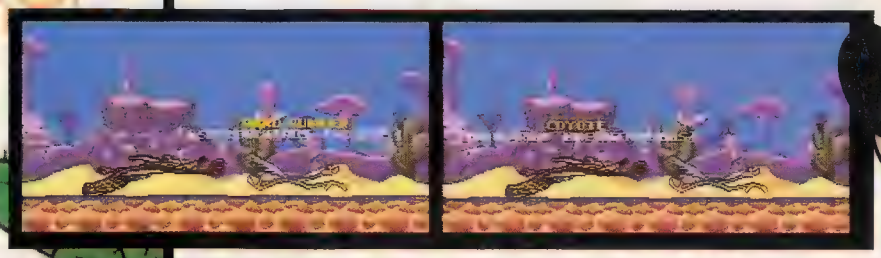


1. **Bird Seed** gives the Road Runner turbo speed.
2. Never pass up the chance to grab a **one-up**.
3. Use the **500 Extra** icons to build up extra lives.
4. The **clock** instantly stops all enemies.
5. The **heart** adds extra points to your hit meter.
6. The **shield** makes the Road Runner temporarily invincible.
7. **Parachutes** carry one-ups and clocks.
8. **Signs:** Read 'em and live by 'em. Most steer you toward the goal.

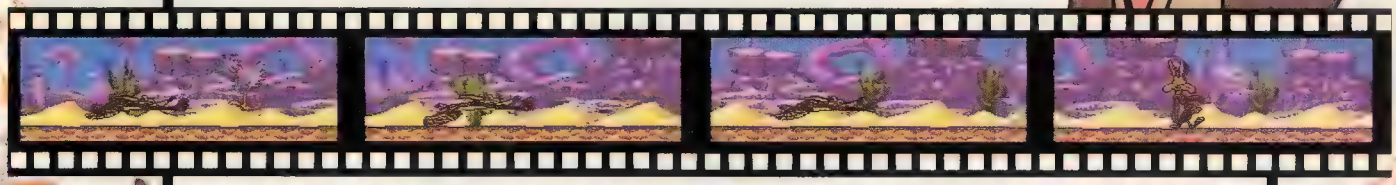
LEVEL 1: First Section



Level 1:

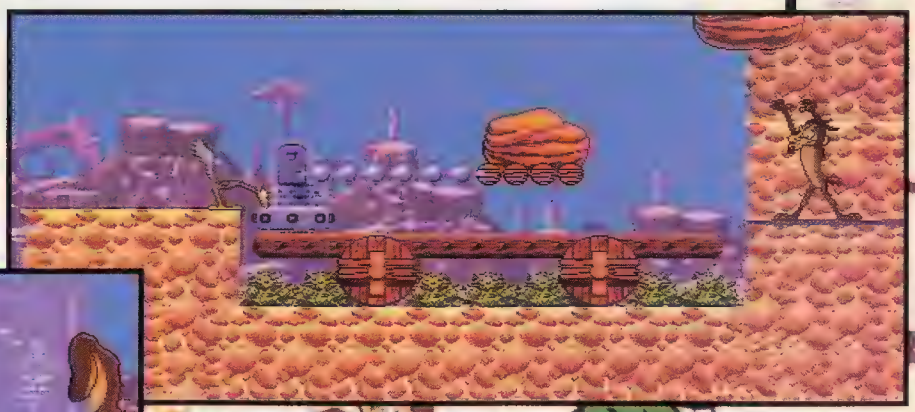


Know your enemy.

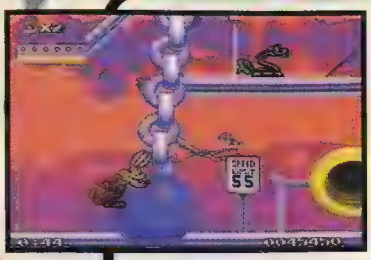


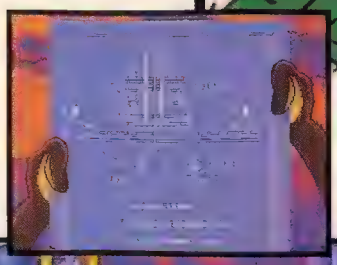
With a fiery trail of dust and a hardy "Meep, Meep," the race is on.

Peek over Wile E. Coyote's shoulder and read the plans. They tell you how to defeat the boss.

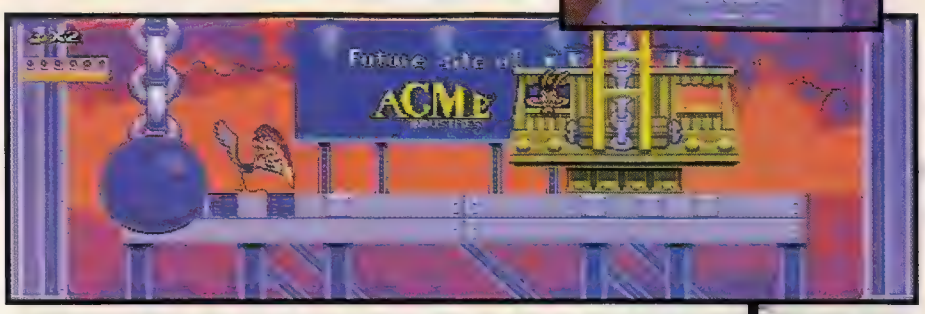


Level Two:



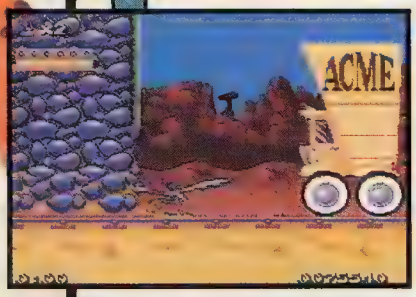


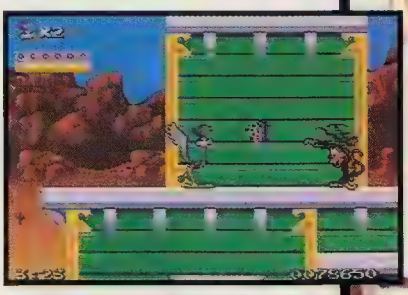
The signs lead you in the right direction.



Peck the springs in the crane, zip to the right, then repeat the attack from the other side.

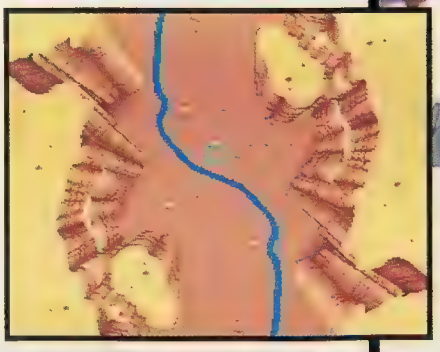
Level Three:





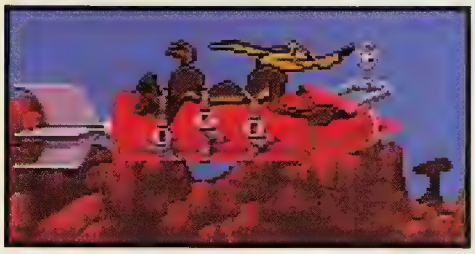
It seems everybody — even this Acme delivery truck — is gunning for the Road Runner.

Pie-throwing monkeys try to keep you down when you're on the train.



Defeat your hapless foe, then watch the awesome scaling of the cartoon sequences!

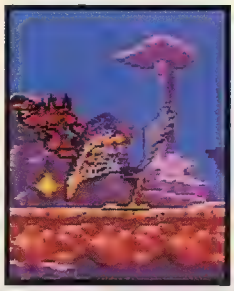
Scrambled Aches

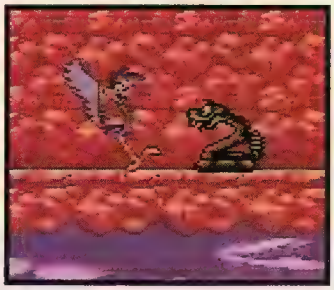


Acme: a company that engineers gadgets like no other in the world.

Rushing Roulette: A Road Runner Primer

Take off like a rocket by pressing the Y button for turbo speed.

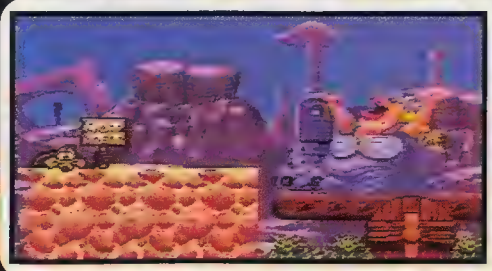




Skid to a stop by pressing in the direction opposite the one you're headed.

Stop snakes and scorpions by using the A button to peck them.

The Fat Lady Sings



DESERT STRIKE

Jeff Lundrigan

The War's Not Over Yet!

A new terror has emerged from the Middle East. A madman, the self-titled "General" Mubaba, has quietly been stockpiling weapons for years. Now he's threatening to use them, and the U.S. president is convinced that Mubaba is deadly serious.

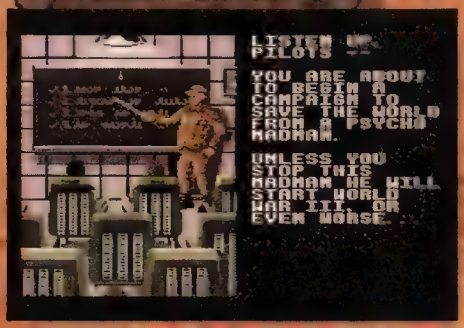
However, a full-scale military operation would be dangerous in the already unstable region — and that's where you come in. In *Desert Strike: Return to the Gulf*, your attack helicopter has been authorized to make a series of preemptive strikes. The objective is simple: knock out Mubaba's tactical military strength, then rescue the hostages he's using as a shield against foreign invasion.

Simply put, *Desert Strike* is a great game. Its angle-on perspective takes a little getting used to, but once you've gotten the hang of flying around, the combination of action and strategy is irresistible. Each of the game's four missions is challenging enough to keep any game player busy — and happy — for quite a while.

Campaign 1: Air Superiority

COPILOT MENU
LT. KELLY ARCHER
'TRACKER'
SH 724534
SPECIAL FORCES
TRACKER IS A CONGRESSMAN'S SON. RAISED ON A SPRAWLING RANCH WHERE HE LEARNED TO SHOOT AT A VERY YOUNG AGE. BUT HIS FELLOW OFFICERS SOMETIMES WONDER IF HE CARES ABOUT THE GAUNTS.
PRESS START TO EXIT

Jake, the best co-pilot, is MIA at the beginning of the game, so take Tracker instead. He's the best shot (after Jake), and your ace piloting makes up for his lack of winch skill.

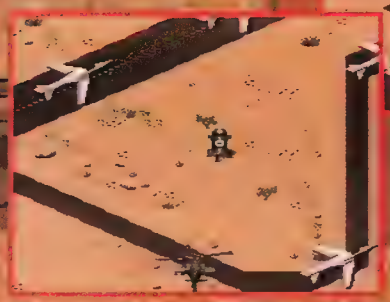

LISTEN UP PILOTS
YOU ARE ABOUT TO BEGIN A CAMPAIGN TO SAVE THE WORLD FROM A PSYCHO MADMAN.
UNLESS YOU STOP THIS MADMAN HE WILL START WORLD WAR III, OR EVEN WORSE.

Pay attention during each mission briefing — you get important information that doesn't show up on your status screen during the mission.

First, knock out enemy radar. Each dish is guarded by a pair of AAAs (Anti-Aircraft Artillery gun), so approach from south-south-east, blast each AAA with a pair of Hydras, then cut up the radar with your chain gun.

Next, destroy the power plant. You find three MIAs making a last stand in a sand-bag shelter north of the plant. Rescue them, then watch out for a VDA (mobile AAA) coming from the northeast.

You find Jake next to his downed F-15 northwest of the northern-most radar. Kill the enemy soldiers, rescue Jake, then destroy the F-15 to keep it from falling into enemy hands.

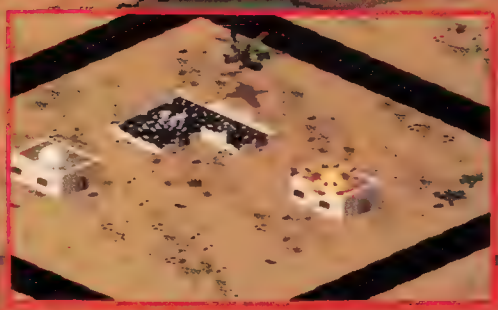


You must double both airports by attacking from the south. Aim straight up the middle, and you should easily destroy both Reptiles before they can swing around to [illegible]. Supplies are hidden in the airport buildings, but be careful — some buildings also hide enemies with rocket launchers.

Now you must kidnap one of Mubaba's commanders. The enemy headquarters is protected by a number of guard towers. Watch out — .50-cals shots do as much damage as AAA fire.

The enemy commander reveals the location of the captured spy. Blast open buildings until the trap door is revealed, then watch out for a squad of four VDA's to show up. Destroy them, then rescue the spy, and your mission is complete!

Campaign 2: SCUD-Buster



Once you've destroyed more enemy radar, rescue at least ten prisoners from three jails. First fly through the three city areas, wiping out ground forces and blowing open buildings to reveal hidden supplies and MIAs. Once you have supplies, you can plan your strategy for the jail breaks.

Crack open each jail, keeping an eye out for any ZSU Soviet-built anti-aircraft guns. Fly in each group of prisoners before rescuing the next, but keep the last group so you can land for repairs.

This power plant is largely protected by ground troops. Fly by and use Hydras to wipe them out quickly — your chain gun would take too long.

Surprisingly, the chemical plant isn't heavily defended; there's just one VDA and a few AAAs. With the defenses cleared, destroy both the main building and the three storage tanks.

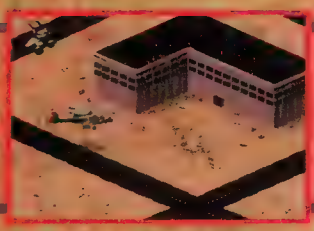
Once the plant is destroyed, capture SCUD commanders and destroy SCUD launchers — this is where blasting those buildings early in the mission comes in handy, since there are supplies scattered all over. Quickly use a pair of missiles to destroy each launcher before it can fire.

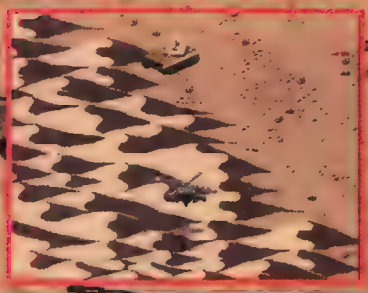
Once the SCUD threat is eliminated, it's time to rescue the POWs. The compound is surrounded by guard towers — be sure to knock them out before opening the shacks. More ZSUs appear as you pick up the prisoners. They even bulldoze through the fence to get at you! Drop off each group before opening the next shack.

Mission 3: Embassy City

First, rescue the U.N. inspectors who are under fire from a ZSU, a soldier with an AK-47, and a soldier with a rocket launcher. Pick up the team, drop them off, then head for the bio-labs.

Refuel, rearm — do not pass Go. Head straight for the complex and knock out the four VDAs that patrol it, then begin destroying the cars and capturing scientists. Don't waste any time — it's easy to run out of fuel, though there's more Hellfire in a truck just to the west.

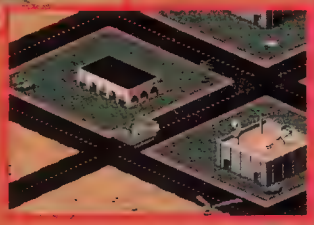


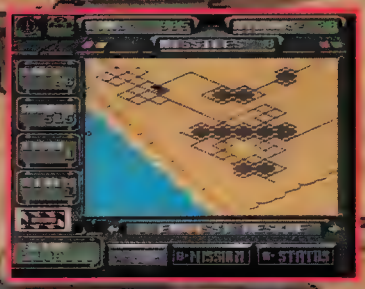


The ICBM (Inter-Continental Ballistic Missile) sites are hidden under dunes, which can make finding them tough. A ZSU parked on the shore is a good clue — destroy it, then shoot the sand until you hit something.

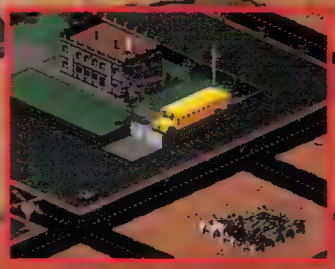
The madman's yacht is guarded by ... an enemy chopper! Take it out with a pair of missiles and be alert for more enemies — both in the water and on the yacht — as you pick up the prisoners.

Like other compounds later on, the ambassador's compound is protected by its own radar which is located to the south-east. Destroy it fast, then watch out for Mobile SAMs (Surface-to-Air Missiles) — there's one in a nearby building, in fact.





Before attempting the embassy rescue, fly through the city, wiping out all ground defenses and blasting open buildings to reveal supplies.

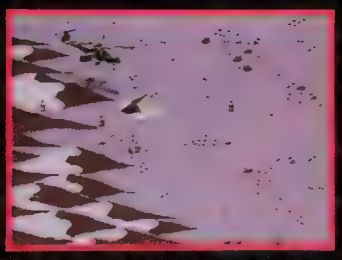


Destroy enemy choppers and ground forces as you fly to the embassy. Land, then wait for your co-pilot to load the prisoners onto the waiting bus. Shoot open the gate, then follow the bus, destroying any obstacles. If you've cleared the city beforehand, you shouldn't meet any serious resistance.

Mission 4: Nuclear Storm

You don't know all your objectives at the beginning of mission 4. Begin by protecting oil fields — destroy the ZSUs before they blast the refinery.

Next, prevent ecological devastation by stopping the flow of oil from three oil-loading docks. The well heads make pretty small targets — use "jinking" to edge over and hit them.



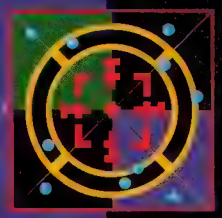
To secure the oil field, you must also fly in a group of commandoes. Look for their bunker almost due east from the northernmost oil dock. After this, you're on your own — but with courage and skill, you can win the day.

WING COMMANDER

Stephen Poole

MINDSCAPE/SUPER NES

Mindscape (a division of The Software Toolworks); 60 Leveroni Court; Novato, CA 94949



If you or someone you know owns a computer, you've probably heard of *Wing Commander*. This 3-D space-combat simulation was a PC bestseller, thanks to great bitmapped graphics, intelligent enemies, dramatic soundtrack, and a plot that changed according to your mission performance.

Wing Commander was a huge game, and it was only recently that video-game designers could hope to fit all the action onto one cart and remain true to the original. Veterans of the PC game will be surprised at how closely Mindscape's SNES *Wing Commander* matches the computer version. Ships, enemies, crew, plot-branching, missions, music — they're all here, unchanged from the original.

The story is a classic space opera: A vicious, catlike race known as the Kilrathi is waging war on mankind (the Kilrathi refer to us as "apes"). You're a rookie pilot aboard the Terran Confederation vessel *Tiger's Claw*, a mothership that has just returned from the front lines with only half her crew remaining. As the game begins, you talk to a couple of crew members, try your hand at the combat simulator, head to the briefing room, then out into space on your first action-packed mission.

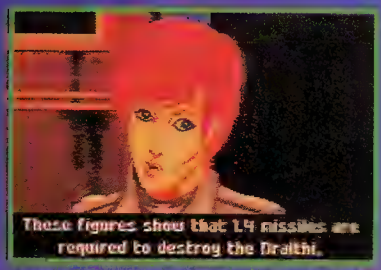
You have a lot of control once inside the fighter cockpit. You can cycle through your weapons, talk to your wingman or the enemy, change flight plans, and check the computer for damage reports. There's a lot to do, but after a couple of missions,

The crew lounge on the Tiger's Claw, where you meet friends and learn new tactics.

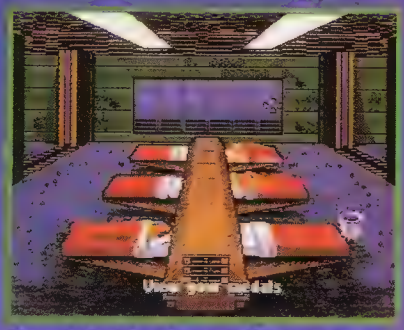
Try your hand at the Training Simulator before taking off on your first combat mission.

Paladin can be long-winded, but this veteran knows tactics that you need to learn.

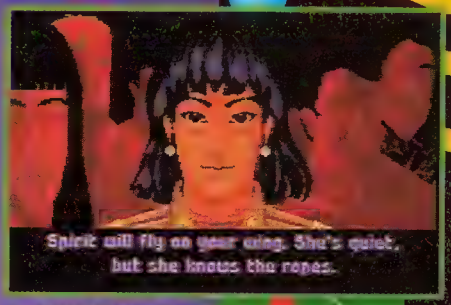
Talk to Shotglass, the ship's bartender, to learn news of the crew and the history of the war.



Angel keeps precise and up-to-date notes on the capabilities of enemy ships. She may sound like a bookworm, but she's a vital source of information.



Head to the barracks on your way to the Briefing Room. After a few successful missions, you can come here to admire your medals.

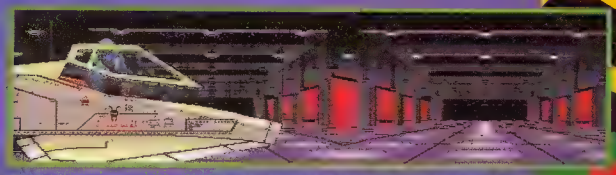


Spirit flies on your wing during your first few sorties. She's a solid, dependable pilot who always follows orders.

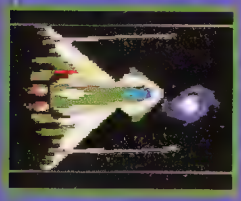
you'll be handling your craft like a combat-tested pro.

There's more to success in *Wing Commander* than just shooting down Kilrathi. On some missions your primary goal is to protect Terran Confederation transports or wounded battleships; on others, you take out enemy tankers and destroyers; and in the final climactic battle, it's up to you and a sole wingman to destroy a massive star port.

Wing Commander is a huge game. There's a *minimum* of about 20 missions — and that's if you're completely successful every time. This is highly unlikely, though, because some missions seem nearly impossible at first. Stick with it — the Confederation is counting on you to save the day!



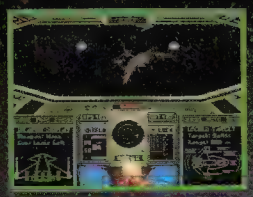
Each mission is preceded by a series of cinematic scenes, much like you'd see in a war movie.



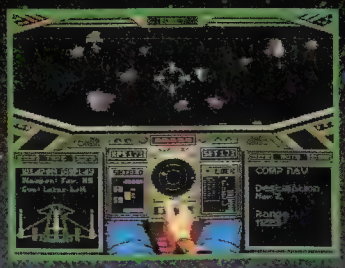
Tired of flying the long distances between different way points? Hit the autopilot and zoom to your destination in seconds.

You can send all sorts of messages to your wingman. When you do, you see his face in the Comm image on your Vidcom, along with a reply.

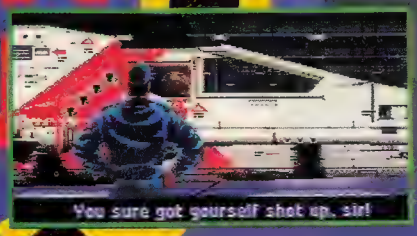
If you have time, you can also use the Vidcom to send an insult to a Kilrathi ship — they're always quick to respond.



Head-on attacks against enemy ships guarantee that your shots find their mark, but it means the Kilrathi have you in their gunsights, too.



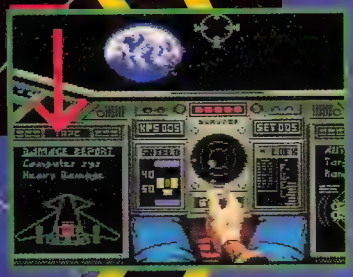
Weaving your way through an asteroid field is a skill you must master early on — you do it at many points throughout the game.



Your ground crew gives you a general idea of how badly your ship has been damaged.

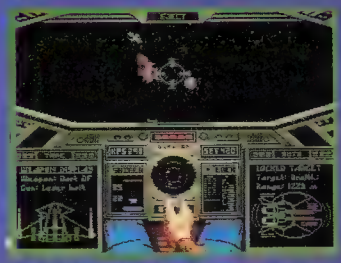
Expect a complete debriefing by Colonel Halcyon after each mission, including a rundown on how many "fleabags" you've sent to that great litterbox beyond.

Hunter is an Australian ace who never passes up a chance to tangle with the Kilrathi.

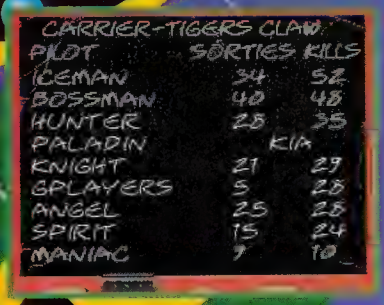


Don't forget to check out the computer's damage report in the heat of battle.

The Kilrathi use Dorkir transports to carry troops, fuel, and supplies. They're not heavily armed, but they're nearly always escorted by a slew of Kilrathi fighters.



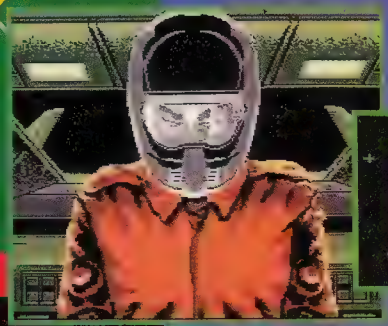
Dumbfire (unguided) missiles have no guidance system. Move in close and lead your target before firing.

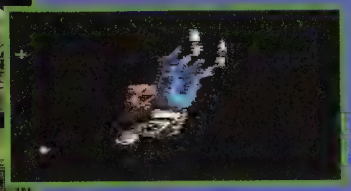


Check the scoreboard in the lounge to find out how well you're doing compared to your fellow pilots.

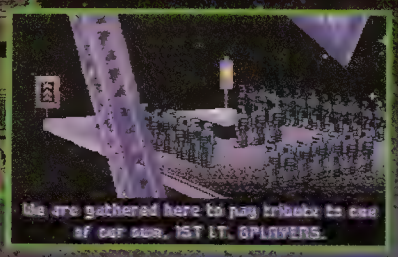
Iceman is one of the best pilots on the Tiger's Claw. He really hates the Scimitar, the second ship you get to fly, because it's not slow.

Knight, on the other hand, likes the extra armor and stronger firepower of the Scimitar.





If you're taking a real pounding, don't be afraid to eject. You may have to float in space for a while, but...

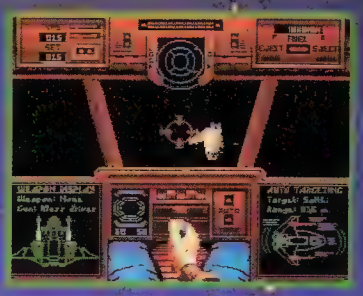


...it sure beats seeing these screens!

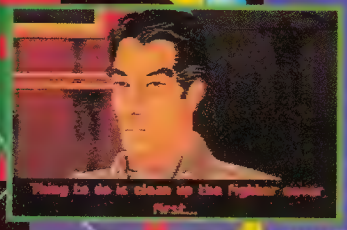
Inching your way through a Kilrathi minefield is even more taxing than navigating asteroid belts.

The enemy fighters called Dralthi look a lot like miniature versions of the U.S.S. Enterprise. They're fast, but they can't take much damage.

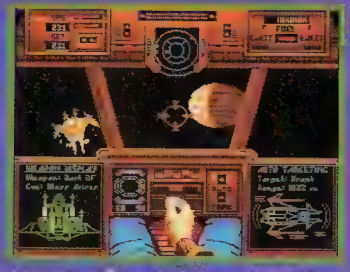
One Dralthi down!



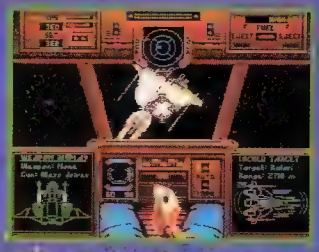
Salthi fighters aren't as fast as Dralthis. What they lack in speed, however, they make up for in firepower.



Follow Bossman's advice — it's the only way you'll take out larger enemy crafts like Dorkirs and Ralaris.

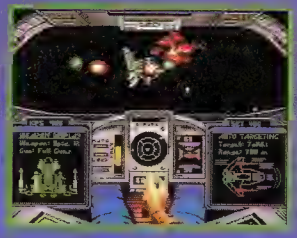


Krants can take a lot of punishment — stay on their tails and fire only when you're sure of a hit.



Ralari destroyers are extremely dangerous. They're huge, heavily armored, sport plenty of weaponry, and are usually escorted by fighters. After dealing with the escorts, make repeated passes at the Ralari, firing your guns when you get within 2200 meters.

Accomplishing your objective is great — unless you return to this sort of reception. When you lose a wingman, you often have to fly a couple of solo missions until you're assigned a new one.



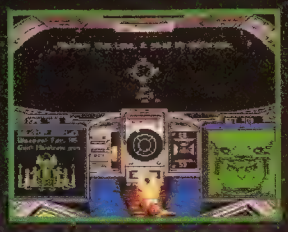
After flying Scimitars and Hornets, you'll love the Raptor! It has three kinds of missiles and two types of guns. Don't fire both guns at the same time unless you're close — it drains a lot of energy.

Hunter's pretty excited about the new Rapier prototypes the Tiger's Claw will be receiving, and you should be too. It's the best fighter the Confederation has.

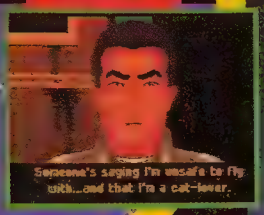
If you've flown well, you're the first pilot to try out the Rapier. It's a good thing you're in such a hot rod — these Gratha fighters are powerful.

Shoot a comrade by accident, and you receive a message asking you to be more careful.

You've put the Rapier through her paces — and have taken out a few Gratha to boot. If anyone deserves a promotion, it's you.



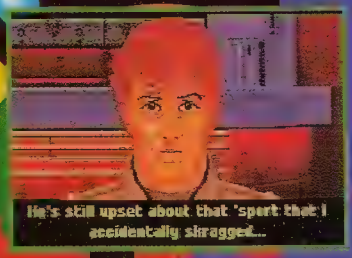
Khajja the Fang is an outstanding Kilrathi ace. Don't bother taunting him with insults during battle — he's much too efficient to be distracted.



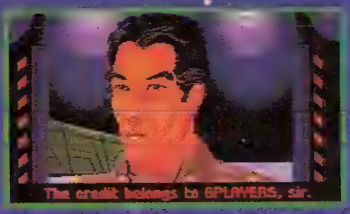
One of the great things about Wing Commander is the way you get to know your crew members. It makes you feel like you're really on board the Tiger's Claw!

Engaging the enemy in an asteroid belt is double trouble, but sometimes your only choice is to fight your way to safety.

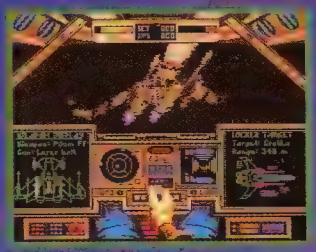
The war has taken a turn for the worse, so they're using Dorkir transports to bring in reinforcements. Stop them here and you could save thousands of human lives.



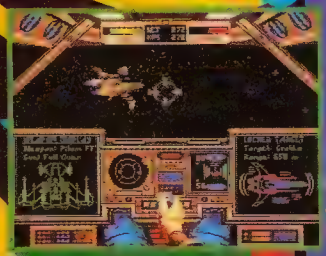
Watch out if you fly with Maniac! Once a battle starts, he shoots first and asks questions later — and he always tries to hog the credit for a successful mission.



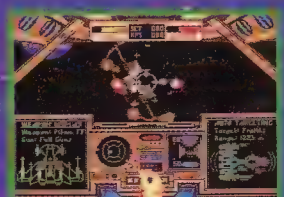
Dossmun is the exact opposite — he gives Colonel Halcyon the real scoop on what happened during an encounter with the enemy.



Kilrathi often try ramming you as a last resort. Fire a couple of shots with your guns, then hit your afterburners and dive out of the way.



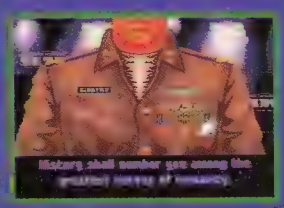
Now that's more like it! Get behind the enemy, put your crosshairs in front of his path, then open up with your neutron guns.



Fralthi cruisers are even bigger than Ralaris, but if you're patient you can find a weak spot where they have no weapons.

Your final mission: destruction of a key star port. The Kilrathi may make jokes about you being an "ape," but you have the last laugh!

The Kilrathi won't take the loss of the star port lying down. The glow of missile blasts and laser bolts lights up the sky as you struggle to make it home through an enemy kamikaze squad.



Back at the Tiger's Claw, you stand proudly before your comrades as you receive the Confederation's highest honor.

The Duel
TEST DRIVE II

Ballistic; 5300 Stevens Creek Blvd., San Jose CA 95129

Life in the Fast Lane

Vince Matthews

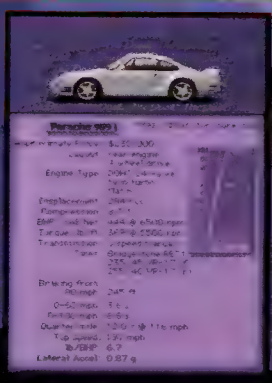
The Porsche 959: the fastest street-legal production car on the road. The Ferrari F40: carbon-reinforced Kevlar for a mere $260,000. The Lamborghini Diablo: top speed, 202 miles an hour. Each of these cars has reached automotive perfection — and each is begging for a chance to show you what it can do on the open road.

In *The Duel: Test Drive II*, you get your choice of vehicle, then take off on the open road, racing around curves, avoiding cops, and steering clear of other drivers. Get into the groove on easy courses without traffic, then work your way up to the difficult courses, where you drive through pounding rainstorms and ice-covered roads.

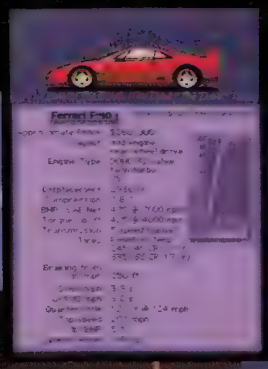
You can drive in automatic or manual transmission, but you'll get the best control (as well as saving fuel and time) with manual shifting, although it takes a while to get used to the timing. You can blow the motor if your car hits the red line, so listen carefully to the engine and watch the tach.

You may never be able to afford so much as the gearshift knob from one of these cars, but *Test Drive II* lets you see what it's like to have driven one of the sports cars off the showroom floor.

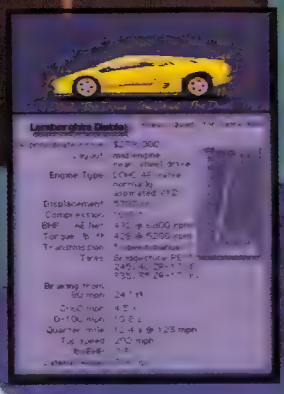
The Dream Machines



The Porsche 959 handles better at high speeds than the other two monsters, but its top speed never breaks 200 miles per hour.



The Ferrari F40 handles and performs like no other — it eats a quarter-mile in 12 seconds, topping at almost 130 miles per hour. No other production car can make that claim.



Like the bull for which it's named, the Lamborghini Diablo takes its time reaching top speed. Once it gets there, however, there's no stopping it.

I Can't Drive 55!

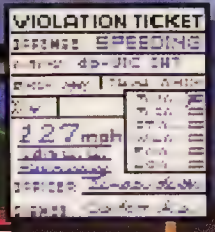
Of the three gear configurations, the first is probably the easiest to learn. If you work the gear control with the L and R buttons, you're less likely to get confused or accidentally downshift while turning.

You've been clocked! Give it all you've got, or get ready for those insurance premiums to lighten your wallet.

If the police car is close enough to spot in your rear-view mirror, you've done something wrong. Try to lose him between other cars, and if all else fails, floor it!

Each course is dotted with a number of gas stations or check points. Also notice that the weather conditions are highlighted and marked on the course.

Nailed!



Only 127 miles an hour? Gee, I thought I was doing at least 170.

Going the Distance

What could be a very bad situation is made even worse. Either slow down (NOT!) or take to the shoulder.

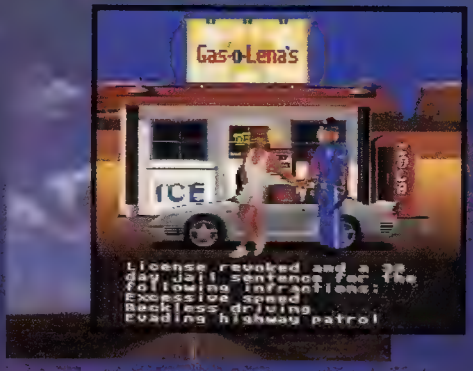
Believe it or not, you're airborne. Prepare for a bumpy landing.

Don't let this puppy red-line while you're in the air, or you'll blow an engine.

You may think you've got an open lane only to find an obstacle at the last minute. Gear down, take the shoulder, or slam on brakes and jerk the wheel back into your own lane.

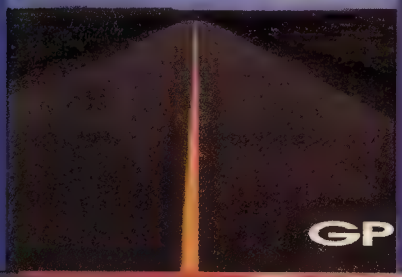
Unless you run into a tree, the shoulder should be pretty safe. Don't stay on the shoulder, however; it's possible to damage your car beyond repair.

Snow and rain cause major problems at high speeds, so always take the weather into consideration.



With good clean runs in the early stages and a mean manual shift, you should be on the way to winning the race.

As long as you stay over 65 (about 120 kph), you won't be disqualified from the race. If you drop below that through any section, the game ends as soon as you reach the gas station.



WARPSPEED

INTO THE GREAT WIDE OPEN

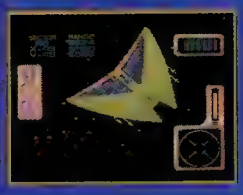
Matthew A. Firme

The Horde

THE RAPTOR-class fighter

The TRIDENT

The WEDGE — the weakest of the enemy ships



A RED RAPTOR is more dangerous than the green.

Far in the distance is a CARRIER. These are actually huge launching stations — and they can send dozens of fighters at you.

The aptly named DEVASTATOR alien fighter is your toughest opponent.

BALLISTIC/SUPER NES

After a millennium of peace, the people of Earth have turned their energies to exploring and colonizing the vast galaxy. Eight quadrants of the galaxy have been charted, and G.A.S. (Galactic Armed Services) patrol vessels are constantly exploring new star systems.

One of the greatest mysteries discovered early in this period of exploration was a new kind of Black Hole. None of the probes launched into these gravitational vortices returned. But the secret of the Black Holes became apparent when fleets of alien ships began to pour through them, destroying G.A.S. outposts across the galaxy. Known as The Horde, these alien aggressors used the Black Holes to leap from one quadrant to the next, attacking Earth forces at will.

The years of peace had left Earth defenseless. Top scientists scrambled to design one superpowerful Star Fighter capable of battlihg whole fleets of alien ships. And guess who gets to pilot this amazing ship!

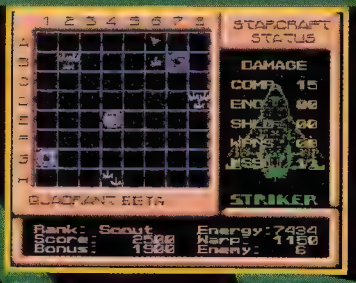
WarpSpeed puts you in the cockpit for some flight-simulation action you won't soon forget. You battle four types of alien fighters in up-close dogfights, struggling to clear each quadrant of The Horde's forces, while protecting Earth outposts from disease and other perils.

As your mission advances, you earn promotions, and your ship is upgraded. But the enemies get tougher, too. So whether you play a single mission or try to build a career in the game's Campaign Mode, be ready for the fight of your life!

Ballistic, 5300 Stevens Creek Blvd., San Jose CA 95129

Galactic Recognizance

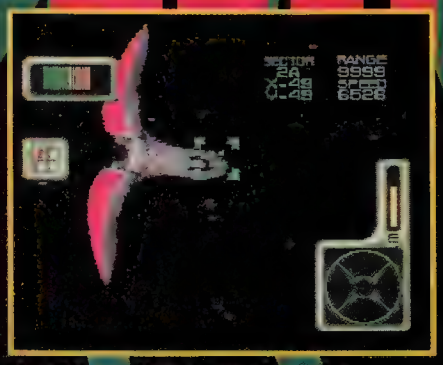
As you battle The Horde's evil forces, you're often challenged to a one-on-one dogfight. Remember the coordinates and meet the challenger as soon as you can. If you turn down a challenge, you might lose a promotion!



The Long-Range Scanner is one of the most important tools aboard your ship. Since it shows your position in the entire quadrant, you can plot destinations when you engage Warp Drive.

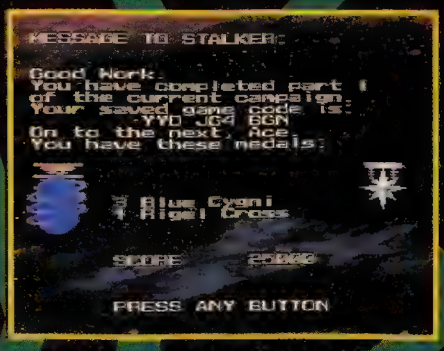
Hopefully, you'll see this screen a lot. This is your main view from your fighter's cockpit as you blast one of the aliens!

Occasionally, G.A.S. headquarters asks you to break off your campaign to perform special missions. Here, the professor reports a strange energy force. Often these are weapons and shields you can adapt to your own ship!

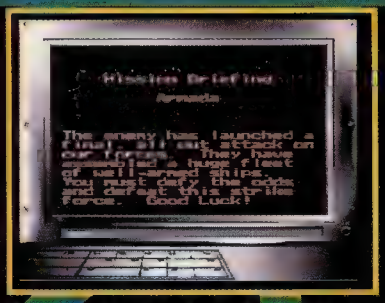


Another alien vessel — the Trident. Watch for its deadly energy blasts.

As you earn points in battle, you sometimes get a new, better fighter. The Stalker-Class vessel is the second best you can fly, equipped with two neutron cannons, four wasp missiles, and four hawk missiles.



Campaigns are made up of four distinct missions. Each time you complete a mission, you get a password.



Each mission has its own objectives — and they get progressively tougher as you continue the campaign.

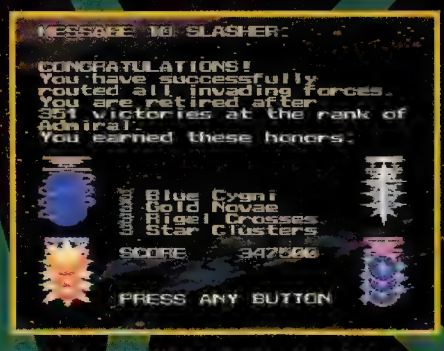
The enemies you face get tougher, too. Now it's time to let those missiles fly!

After searching one of those strange energy sources for Professor Quark, you discover a powerful, invaluable, new weapon.

If The Horde nears an outpost, you'd better drop whatever you're doing and get to the scene in a hurry. The aliens can destroy a base in a matter of minutes!

You're sometimes sent to find a hidden Black Hole. This can be a tedious mission, consisting of flying up and down the quadrant until you stumble across it.

Like The Horde, you use Black Holes to fly from quadrant to quadrant.



You did it! You've survived the entire campaign! Try again, though. Each campaign is composed of different missions.

SONY IMAGESOFT
SUPER NES

BOULDER WHAM!

BILLY MOON

It's pretty rare to find an action-adventure that tries to incorporate a sense of humor — and even more unusual is a game that succeeds at doing it. *Chuck Rock*, released earlier this year for the Sega Genesis and now available on the Super NES, is one that does — and it works.

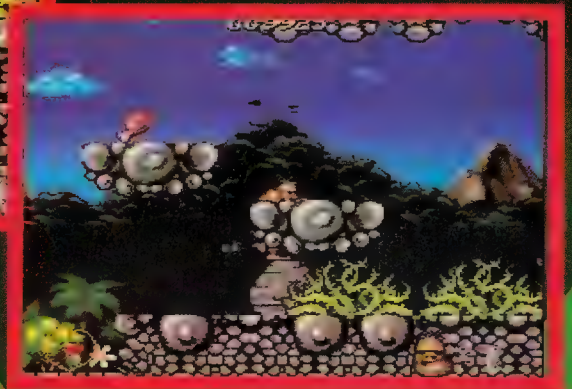
You must help poor cave-husband Chuck Rock save his wife from Gary, the dreaded dino-monster. Since AK-47's are still several millions years away, Chuck is forced to rely on his wits — and an assortment of rocks — to battle through five worlds full of deadly prehistoric beasts before he can rescue the hapless Ophelia.

Chuck Rock features great graphics and music that borders on the wickedly awesome, particularly during the introductory sequence. And despite the silly characters, it can be a challenging game. The lack of any serious weaponry forces Chuck to perfect the few moves and tricks that he does have. Since there are no continues (!), it's a game that will probably take you a while to finish.

Sony Imagesoft; 9200 Sunset Blvd.; Suite 820; Los Angeles, CA 90069

To finish the game, you must recognize the rock as the wonder of prehistoric technology that it is. Here Chuck uses one as a jumping platform to get a bonus in stage 2 of the jungle world.

Later in stage 2, crouch to avoid the boulders, then use a large rock to step over the deadly briar patch.

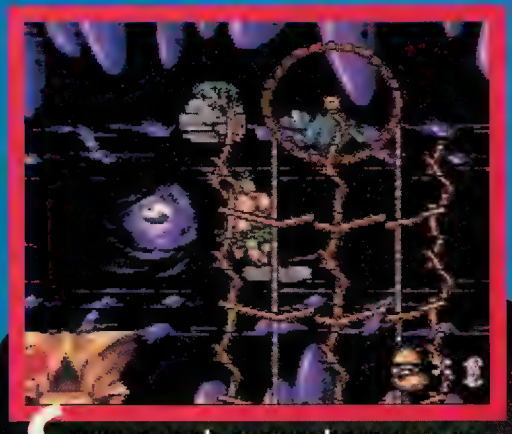


Propel yourself to the platform above by throwing a rock on this 'gator's head while standing on his tail.

Here's yet another use for the wondrous rock: a helmet guaranteed to protect you against even the largest of boulders.

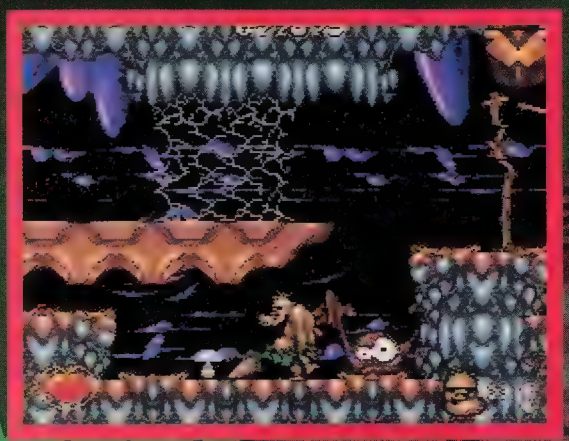
In order to defeat the boss of the jungle world, pick up the rock while he's busy on the other side of the screen. Climb quickly to the top platform and drop it on his head.

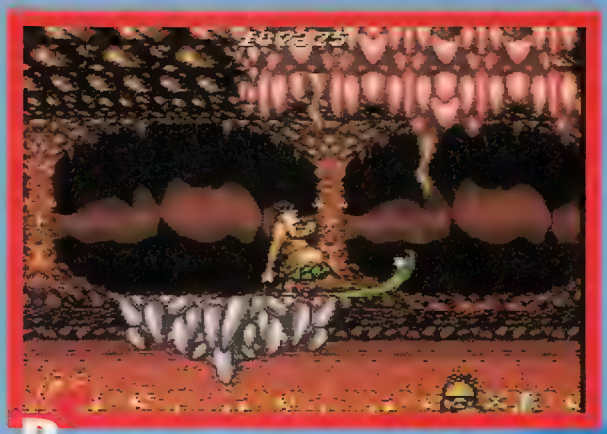
One of the lesser-known properties of the rock is its ability to float in prehistoric soup. Use them to avoid falling in this toxic mess.



Carry a rock everywhere you go in the cave world. Taking a rock up this elevator helps you get a mega-bonus in the top left section of this stage.

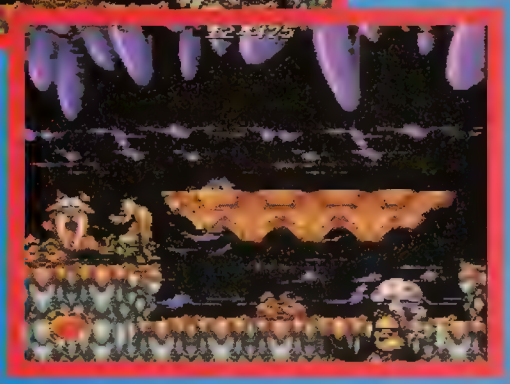
These guys can't be killed, but as long as they're burrowing, they can't hurt you either. Take advantage of the situation and collect your bonuses here.





Bump the coiled snake and he turns into a small bridge.

Stay below while the second-level boss prances around. When he moves to the left, jump up and belly-butt him until he gives up the ghost.



Most of your land-based enemies in the water world have hiding places. If a plant looks particularly suspicious, throw a rock at it just to be sure.

Stay out of the water as much as possible, but if you're in need of a heart, you probably need to take a dive.

This friendly frog provides you with additional jumping power.

Just before you reach the boss, grab the heart hidden to the left. You need it if you hope to defeat the evil master of the deep.

The LEADER of the BUNCH

Chris Slate

M-I-C, K-E-Y, Super N-E-S! After enviously watching Genesis owners play *Castle of Illusion*, Super Nintendo fans can rest easy knowing that the world's favorite mouse finally has his own SNES video game — and boy is it a doozy! While *The Magical Quest Starring Mickey Mouse* has a storyline that leaves a lot to be desired (you simply rescue a kidnapped Pluto), every other aspect of the game is done to perfection. In fact, this is easily the best Disney video game ever!

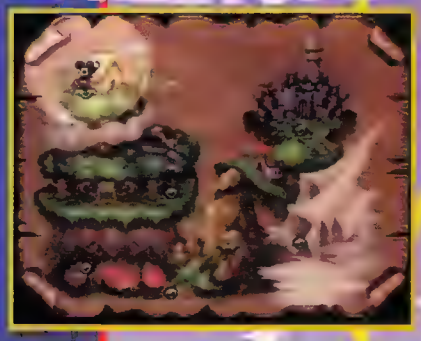
The diabolical King Pete is the menace behind Pluto's disappearance, and he doesn't plan on giving him up without a fight! He's cast a spell over the entire land, making every living creature an unwilling servant whose only job is to stop Mickey from reaching Pete's castle. Level after level is filled with bonus items, secret rooms, and some of the best graphics to ever grace your screen.

Although the structure of *The Magical Quest* is similar to other adventure favorites, it's much more than a *Mario* carbon copy. Innovative new twists and turns have been added to make this game a star in its own right. It's not a difficult game, but there are enough hidden items that it takes quite a while to uncover everything. Young or old, gamers will enjoy playing *Magical Quest*. Face it — this is one game you just can't afford to miss!

Capcom; 3303 Scott Blvd.; Santa Clara, CA 95054

As the story unfolds, King Pete has kidnapped Mickey's pal, Pluto. If he ever wants to see him again, Mickey must survive six deadly areas, each filled with danger.

TREETOPS

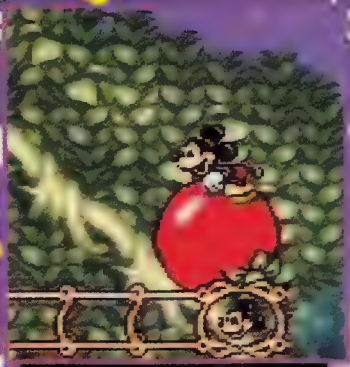


When you exit this house in the first area, jump from the doorway onto the blocks to the right. From there, work to the roof, where you'll find a large stack of blocks.

When you toss away all the blocks, a hidden door to a secret room is revealed. Way to go, Mickey!

© Disney

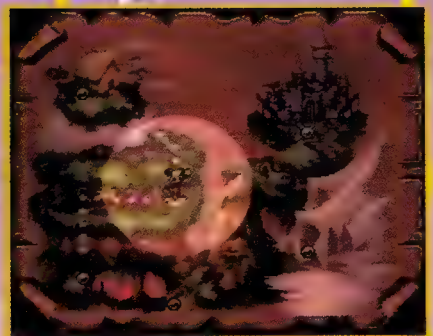
Use cherries to take the high road deep in the first area of level 1. There's a trail of clouds high in the sky that leads to two treasure boxes. The first holds only coins, but the second hides a special heart container that adds one heart to Mickey's life meter — even after you continue!



The second area of level 1 has Mickey running along the tops of giant tomatoes. It's important to stay on the third one. After it has built up some speed, run as fast as you can in the opposite direction to keep your balance. Wait until the tomato flies high in the air, then jump over to the gray block to the right. From there you can reach the treetops, where a secret door awaits.

This wacky bat can be tricky at first, but most gamers will have an easy time with him once they learn his attack pattern. Jump on the tip-top of his head only when he's at his lowest point — you take damage if you touch any other part of him.

Grab one of these red blocks and be ready to throw it as soon as this giant snake appears. His head is his weak spot, so aim carefully. When he lunges at you, jump up and try to land on his head. One last tip — when he sheds part of his tail, pick it up and throw it at him.

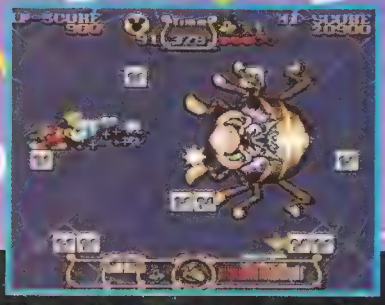


DARK FOREST

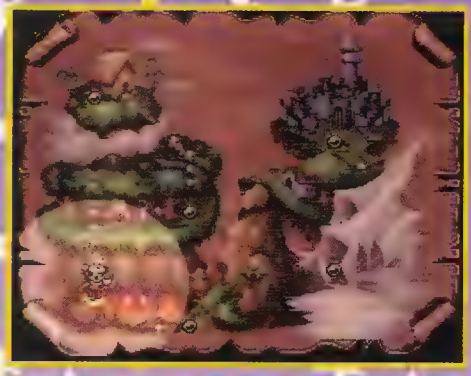
Take the low road early in level 2 — there's a secret door buried underneath some blocks to the right. There's another valuable heart container inside!

Just after you swim through this huge tree, take a leap of faith off of this branch. You land on another branch just below, where a door leads to a shop.

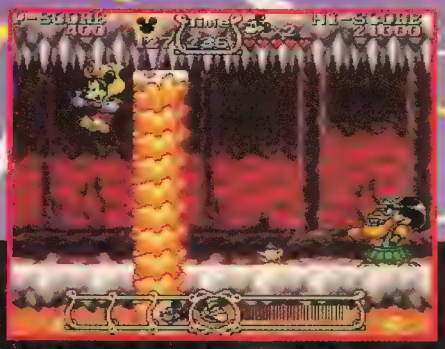
This native attacks Mickey with a razor-sharp boomerang while bouncing around to avoid your attacks. He also drops spikes when he's in close, so keep away. Beat him quickly by powering Mickey's wizard costume to the max and letting him have it.



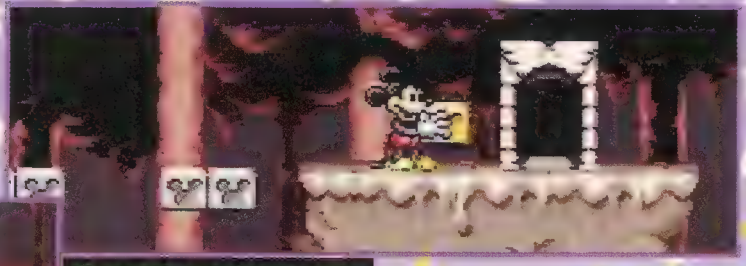
The wizard costume makes beating this giant spider a snap! Stand on the block located on the far left and wait for him to come out. As soon as he's within range, begin throwing quick bursts of magic as fast as possible. If you're quick on the trigger (and if you have a full magic-meter), you'll beat the spider as soon as it reaches the middle of its web!



FIRE GROTTO



Fight this guy in much the same way as you did the wild native. Build up a powerful magic ball and blast him just as he's landing from a jump — he always leaps after attacking. Watch his hammer — when he begins to swing it, run to the left to avoid getting squashed by a geyser of fire.



A good running start gives you the strength you need to leap to the platform that carries you up here — where this special coin room is located.

Learn to move the gray blocks around with Mickey's water hose. You must move this block in order to advance.

Leap to the right from this platform to the one below, where an extra life is yours for the taking.

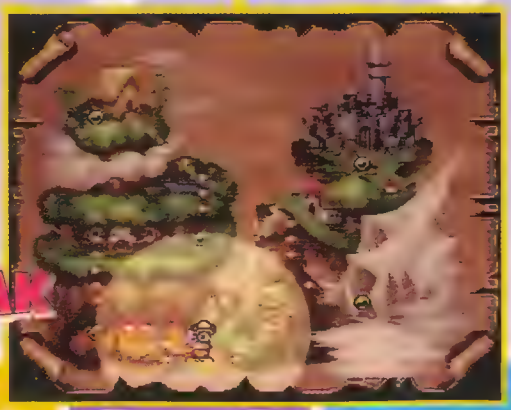
Stand on this platform for a while — as it heads up for the third time, it carries Mickey to a hidden treasure box filled with coins!

While most of the pits in this game kill you, you can swim down this one to find yet another heart container!

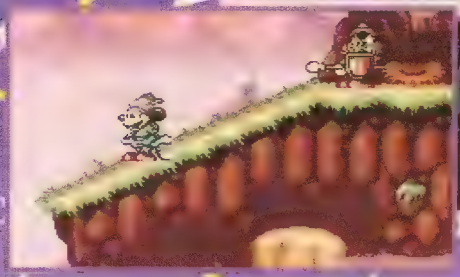
Use the fire hose to move these blocks around so that Mickey can climb them to reach the top, where an item shop waits.

Below the shop is a treasure box holding an extra life — but you must grab it quickly before it falls off the screen.

Cool off this hothead with Mickey's fire hose. Try to stay near the middle of your platform, and be sure to face him. Keep up the stream of water without letting up, or he starts getting hot again. Also, be sure to duck whenever you pass underneath him.



PETE'S PEAK

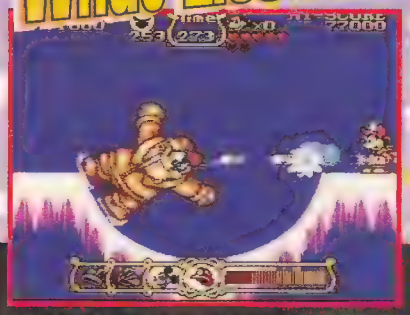


If you jump to the far left from this cliff, you find an extra life and a secret shop beneath it.

Here's a super strategy for advanced players: First, find this pit in area 2 of Pete's Peak and fall down it when the wind currents die down. Latch on to the rock with your grappling hook when you reach the underside of the pit. Carefully time your swings so that you continue to the right to find the best-hidden treasure in the entire game — a slew of coins and another heart container!

This wild bird attacks without warning. Be sure to grab one of the nearby blocks with your hook when you see her coming, or you'll be blasted off-screen! Quickly grab her eggs and throw them back at her before they hatch.

What Lies Ahead?



Mickey's getting close, but there are still a number of challenges ahead. If you can survive the freezing cold of the glaciers, then you get a shot at Pete in his castle. Get going, Mickey — Pluto's counting on you!

GP

LOST IN SPACE

THQ/GAME BOY

HAPPY, HAPPY! JOY, JOY!

Ren and Stimpy are on the Game Boy! Bet you don't have one of these, Earthlings.

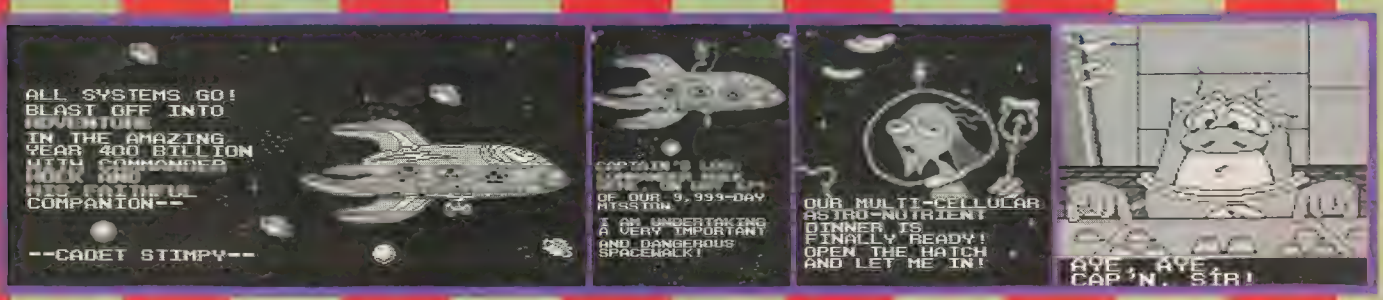
The wacky world of Ren & Stimpy, Nickelodeon's way-left-of-center cartoon comes to video-game life in *The Ren & Stimpy Show*. You might think Three-fingered Hoek and Stupid the Kid would be content dominating the world of cartoons. Not true: Ren and Stimpy boldly go where no anemic chihuahua or bloated babbling cat have gone before — onto a Game Boy adventure that captures all the sick humor of the TV series.

So prepare to blast into the year 400 billion, with Commander Ren Hoek and his trusty companion, Stimpy! We join our brave little heroes in the far reaches of space as they save each other and fight the ominous Death Head. Look for NES and Super Nintendo *Ren & Stimpy* adventures in the near future.

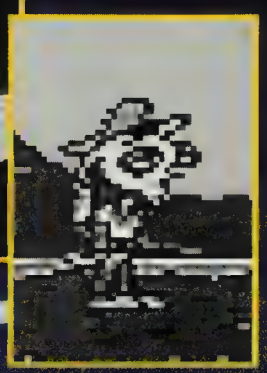
OH, JOY!

BLAST INTO ADVENTURE

VINCE MATTHEWS

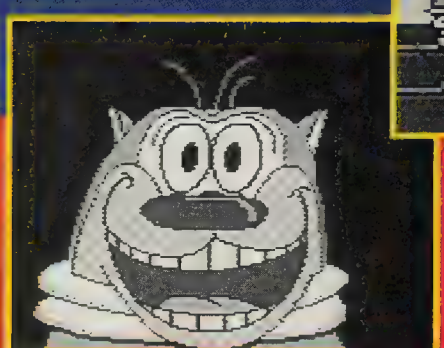


YOUR CAST OF CHARACTERS



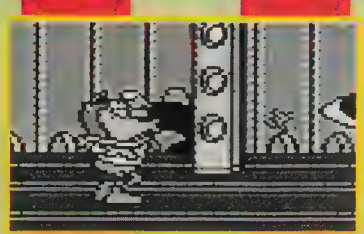
Commander Ren Hoek: adventurer, thespian, asthma sufferer.

Ren slaps some sense into anyone stupid enough to get in his way.

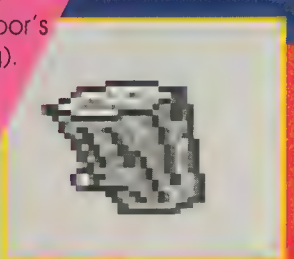


Stimpson J. Cat: trusty sidekick, nipple salesman.

Log: It rolls downstairs (and watch out for the neighbor's dog).

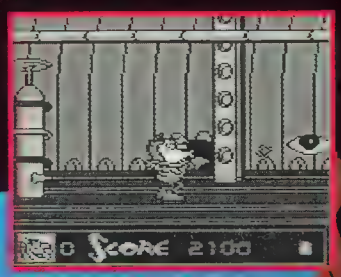


Stimpy spits hairballs at his enemies.

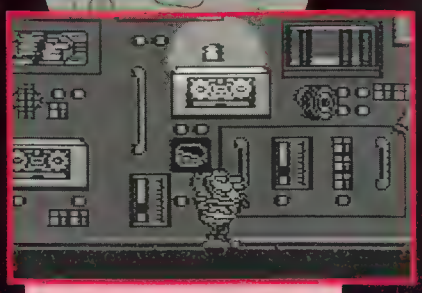


INSIDE THE ROCKET

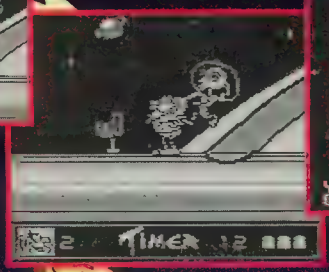
In the lounge, use the fountains to jump over these fixtures.

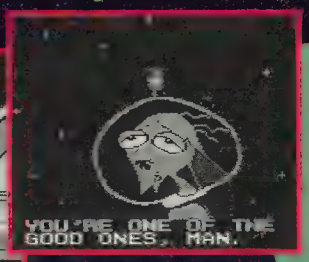


Stimpy's hairball defense can be used to keep away roaming eyes.



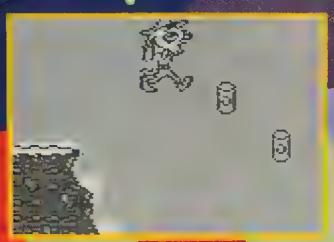
Carefully search the computer room — powdered toast and other power-ups blend into the background.





When he's on top of the ship, Stimpy must work under a time limit to retrieve Commander Ren, while avoiding the asteroids and satellite dishes.

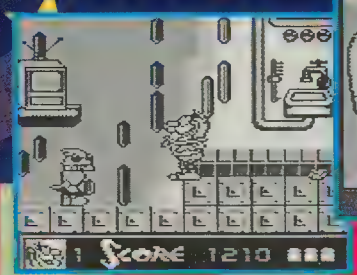
POWDERED TOAST: FOOD OF THE GODS



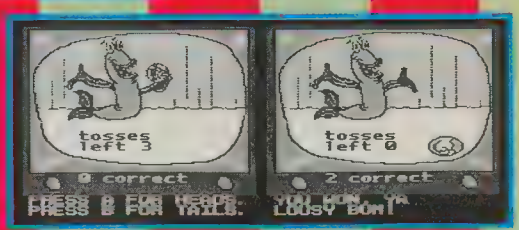
Collect cans of powdered toast for a chance to enter Stimpy's favorite TV show.

Breakfast of Champions! A slice of powdered toast increases your life meter by one.

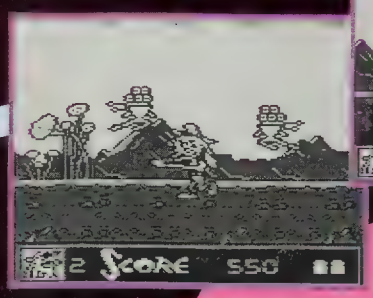
THE MUDDY MUDSKIPPER SHOW



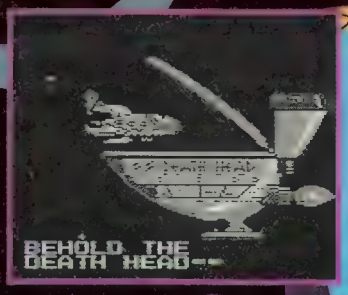
Cough up three cans of powdered toast to play the Muddy Mudskipper mini-game.



FURTHER ADVENTURES



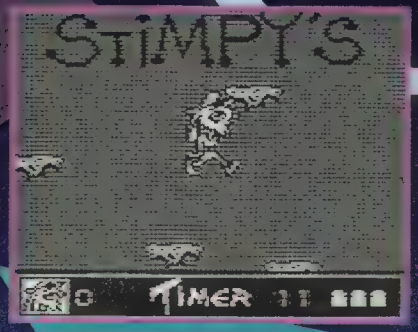
Stuck in the gravitational field of an alien world, Ren must contend with three-eyed frogs and log rides if he hopes to return to the rocket in one piece.



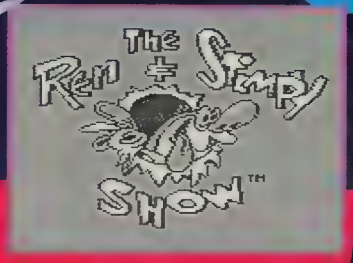
After escaping the planet, our befuddled companions are swallowed by the dreaded Death Head.

Deep inside the disgusting entrails of this alien beast, Stimpy again must work against a time limit to save Ren.

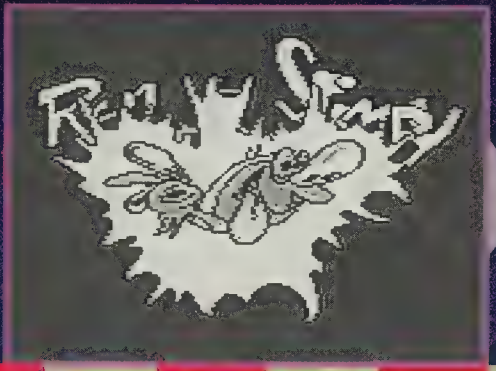
Flushed into space by the Death Head, Ren & Stimpy float toward an asteroid trailer park. Alas, they may never see one another again.



When you see a giant box of Gritty Kitty, Stimpy can't be far behind.



Will Commander Hoek be reunited with his lost crewman? Will Cadet Stimpy be able to contain himself around a full box of Gritty Kitty!?



Don't expect to see Mr. Horse as an action figure any time soon.

Tune in next time for the continuing adventures of Ren & Stimpy!

LOST IN SPACE

GP

The Devil Made Him Do It

Jeff Lundrigan

Once the Friel Empire was a sprawling kingdom, filled with creatures of every description. But now all is quiet.

King Magrid, the greediest man who ever lived, had only one desire — to possess gold ... at any cost. He commanded Friel's greatest scientist, Dr. Leo, to invent a machine that let him talk to Deathtoll, the King of Evil. Leo tried to resist, but Magrid kidnapped his daughter, Lisa, and forced him to work.

Once the machine was constructed, the king made a horrible deal with Deathtoll to exchange souls for gold. Deathtoll eventually captured the souls of every living creature in Friel, paying Magrid one piece of gold for each. Deathtoll banished the souls to monster lairs, and soon Friel was a desolate place, home only to Deathtoll's monsters.

Then Soul Blazer was sent from the Master's Shrine in the sky to defeat the monsters and release the souls of Friel's inhabitants. As each monster lair is sealed, one living soul is set free. You are this Soul Blazer, and you must release the trapped souls of living creatures, then talk to them to gather the information and equipment you need to defeat Deathtoll.

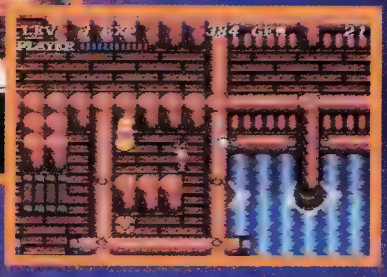
Soul Blazer is a fine game with colorful graphics. It's large in scope, with lots of odd stories and subplots to keep you interested. It may not be the toughest game to beat, but it's nonetheless one of the most enjoyable.

ENIX/SUPER NES

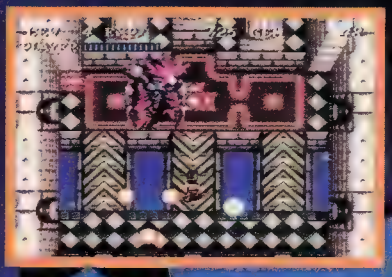
Soul

Enix, 2575 151st Place NE, Redmond, WA 98052-6529

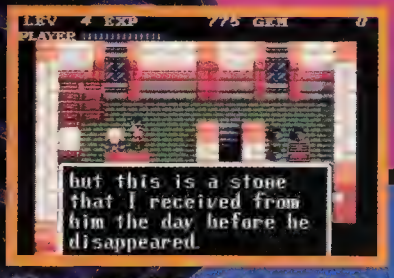
The Sword of Life and the Soul of the Magician are the only things in the first room. The Iron Armor is more complicated to uncover: Fight through the Underground Castle until you release a vine, then return to Grass Valley. Climb down the vine to this cave and you'll find the armor.



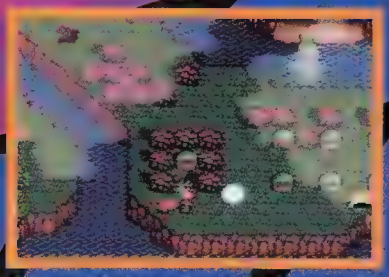
Lisa is asleep when she's released. Place the Dream Rod on her forehead to transport into her dream. Step on a green tile, then return to the Underground Castle and revisit this spot. Now you can reach a chest you couldn't before.



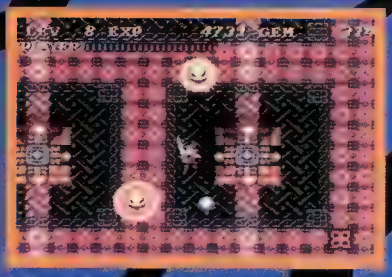
To defeat the Metal Mantis, wait to the side of the center path, dodge his shots, then run up the path while keeping the sword in front of you. Hit him, then retreat. It's not fast, but it's safe.



After you've defeated the boss, the mayor of Grass Valley is released. Visit him to receive the Brown Stone, which allows you to travel to Greenwood.

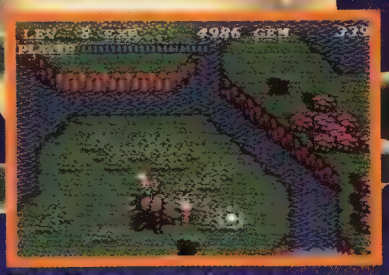


A small sleeping bird guards Turbo's grave. Enter its dream, then pop down the mole hole leading under the grave to find the Greenwood Leaves — now you can enter the Light Temple!

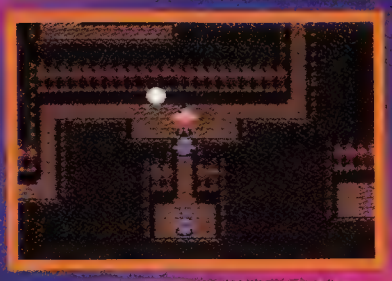


Like the metal monsters, it takes a special sword to kill these will 'o wisps. Come back after you've found the Spirit Sword.

Blaze



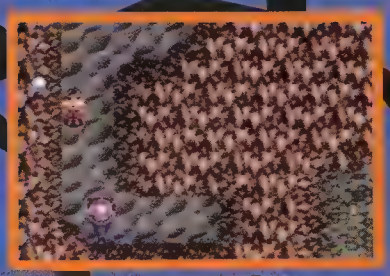
The Greenwood tree stumps can talk — and one even has dreams, so break out the Dream Rod one more time. The dream opens a path to a chest containing the Ice Armor.



This mole, a ghost named Monmo, has been trapped in the light and can't see. Lead her back to her hole, then follow her down. The ribbon she leaves behind lets you to talk to the mole who loved her when she was alive. In return for this memento, he gives you the Shield Bracelet, doubling your defense power.

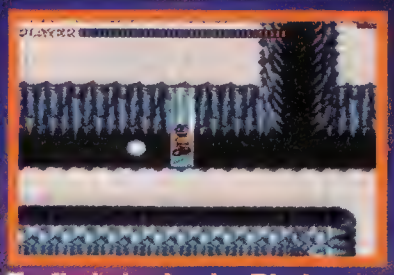
The Stone Men form the triple boss of Greenwood. Stay close and at an angle to avoid their shots. Wear the Shield Bracelet, but keep an eye on your life meter — if it gets low, switch to the Medical Herb to heal yourself, then switch back.

You must travel to the volcanic island of Durean in St. Elles. Several monster lairs (and one chest) are surrounded by lava, and you can't reach them without serious damage. Go to the top of the mountain, then use the Mermaid's Tears to freeze the lava.

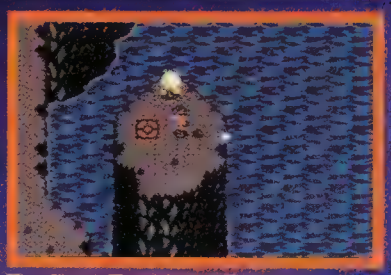


Finding the emperor's Emblem D is a little tricky. Enter the dolphin's dream, then give him the Big Pearl — he moves, revealing a green tile that opens a passage.

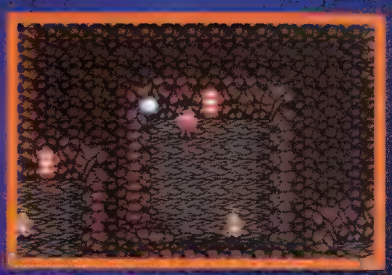
The Skull Master is simple to defeat if you use the Power Bracelet. Stand just to one side of him and keep swinging. You hit him a few times when he charges, then you can dodge left to get out of his way.



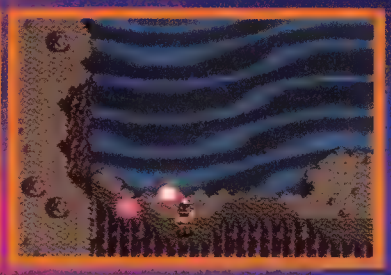
To find the Lucky Blade, keep an eye out for this bridge in the Mountain Home. You can walk on the bridge, but it's visible for only a split second at a time.



To find Emblem F, come back to this spot and stand exactly where you saw the mushroom standing in its dream.



Emblem E is being held by another mushroom. This one lives in a room you can reach through a secret passage — the entrance is invisible, though, so push against the wall until you find it.



To defeat Poseidon, wear the Power Bracelet and stand in the exact center of the rock platform so his shots pass by you. Run up to hit him a few times, then drop back to dodge his fireballs. When he moves, run the opposite way and wait at the edge of the cliff. When his fireballs come at you from the side, drop back into the notch in the cliff to dodge, then run back to the center platform.

The first chest you find in Dr. Leo's cellar contains the long-awaited Zantetsu Sword — now you can kill metal monsters!

This chest is a real find. Talk to it to receive the Mystic Armor, then push it to one side to uncover Emblem G.

Tin Doll, the boss of the lab, isn't too tough. Wait for him to come to you, hit him once or twice, then run in a big circle around the room to avoid his rockets.

GP

ACCOLADE
SUPER NES
ACCOLADE, 5300 STEVENS CREEK BLVD., SAN JOSE, CA 95129

JEFF LUNDRIGAN

Whoa — watch out for the Woolies! These weird yarnballs have come from the planet Rayon in a galaxy far, far away. The solar system echoes with their searing battle cry, "Give us your wool or die!"

Only one intrepid creature stands between Earth and a future without fiber: Bubsy, the bobcat! Using his wits and a nimble pair of feet, Bubsy must stop the alien menace from robbing the planet of its precious supply of knitted material.

Bubsy: Claws Encounters of the Furred Kind, also available for Genesis, is a journey that takes the brave bobcat through the darkest caves, the deepest rivers, the driest deserts, and the, uh, deadliest carnivals. Each level looks really great, but the problem with *Bubsy* is that you don't do anything but collect some yarnballs, then collect some more yarnballs, then collect even more yarnballs. There's not enough variety in action or bosses during the 16 chapters to keep up your interest. In the long run — and despite its fun animation, inventive storyline, and terrific graphics — cool cats may not cotton to *Bubsy*.

THE FACES OF DEATH

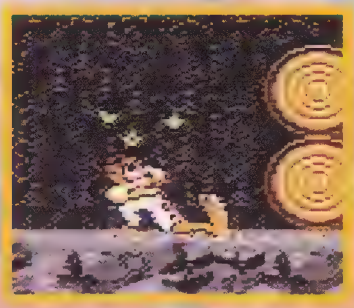
Klonked

Drowned

Melted

Shattered

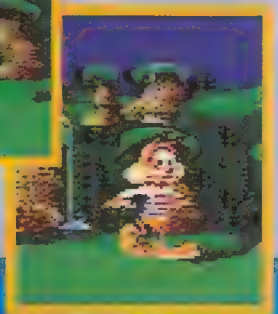
Taxied

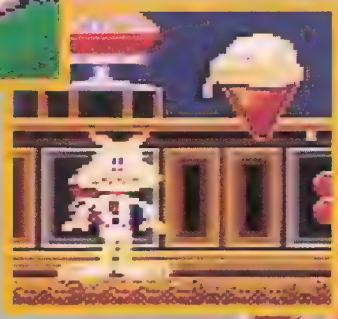


Bashed

Popped

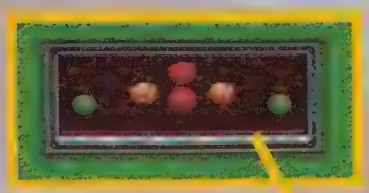
Squished



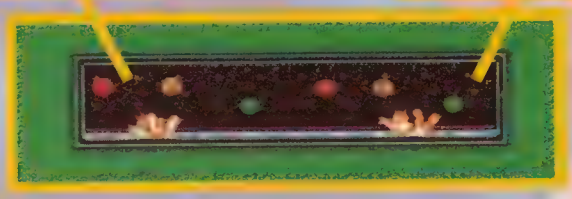


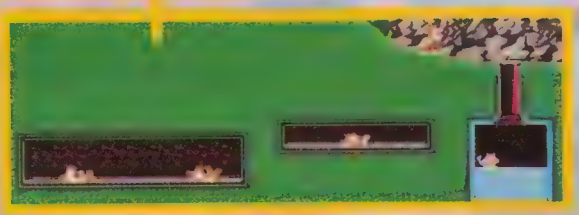
Frozen

MAKIN' YOUR WAY

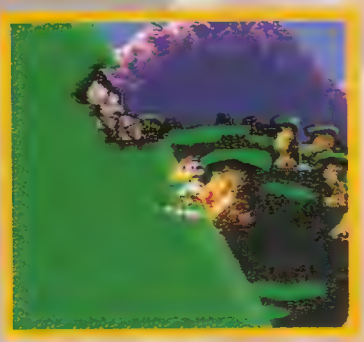


Bubsy finds all kinds of stuff deep underground. Look before you leap — one way out leads to certain death.

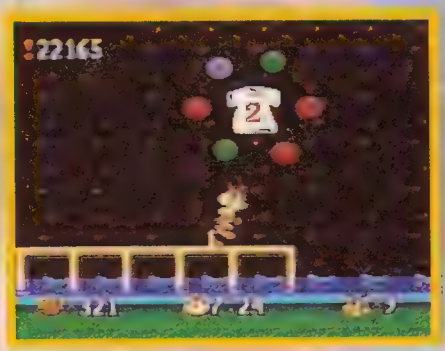




You should wind up either back at the beginning...

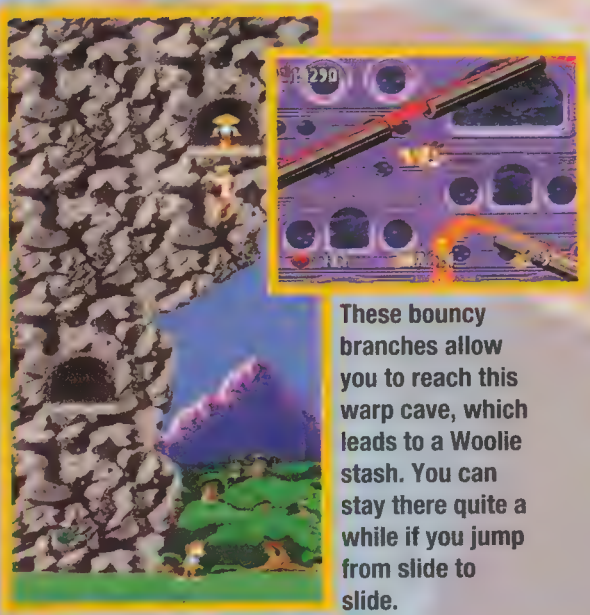


...or spat out over the next hillside.



There's a two-up in an underground room a little farther on — but there's no way out and the water is rising fast!

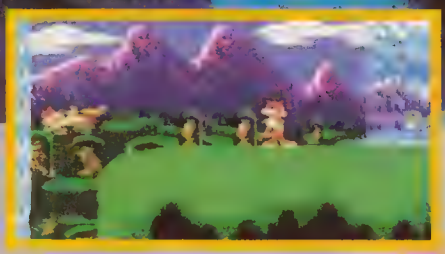
Use the popping manhole cover on the far side of the room to throw you up, up, and away!



These bouncy branches allow you to reach this warp cave, which leads to a Woolie stash. You can stay there quite a while if you jump from slide to slide.

The first continue is easy to find and easy to grab. But don't get used to it — from here on they're a pain to reach.

Hit the end marker running fast. The more rapidly you're moving, the more yarn balls are released.



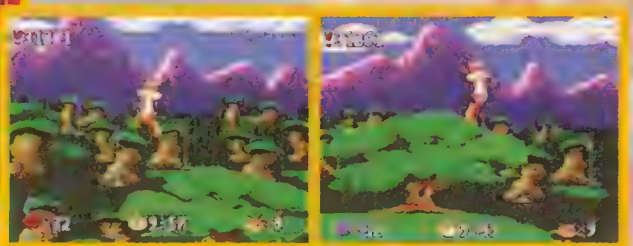
Run left and jump off the cliff at the beginning of chapter 2, then glide and hold Right on your controller. Look, it's a one-up!

Holy deja vu! Chapter 2 is much like chapter 1 — and not a whole lot more difficult. Stick to the high road.

There's another one-up down at the bottom and far left of that same cliff.

This cave is located near the end of the chapter. The one-up is nice, but that black T-shirt is even better — it makes you invisible.

Imperceptible and invulnerable, you can slip past the killer pianos that lurk over the next hill.



There's a lake to cross at the beginning of chapter 3. Follow these two bouncing branches to reach the high road.

If you're less intrepid, drop down a level at the beginning of the chapter and head left to find this warp cave. Now it's a snap to cross the water.

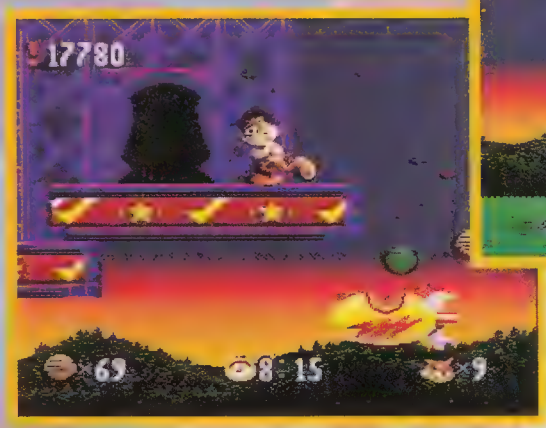
At the end of this chapter (in fact, at the end of every third chapter), Woolies in attack saucers swoop down on you.

But watch out! A stone-throwing Woolie is perched right where he can kill you if you're not careful!

Run under the dangling yarn ball as it rises, then jump up and over to hit the top of the saucer. Once you're airborne, hold down the glide button. It can be difficult to control Bubsy — he zips from side to side really fast — but he also stays in the air so much longer that it's worth it. As long as you're gliding, you can practically skate on top of the saucers.

On to the carnival! This strongman bounces you high, high, high in the air.

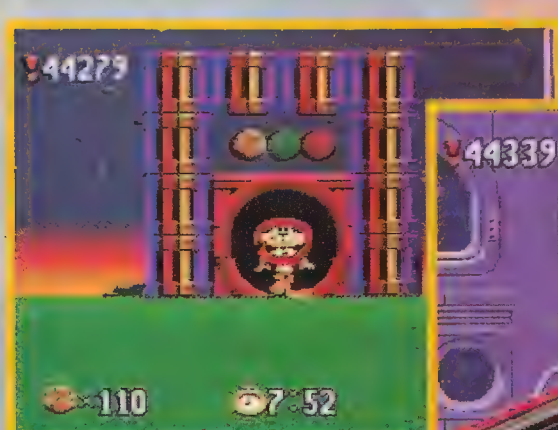
There's a two-up at the top of the highest bounce. Kill the Woolie first, then glide back to the ground and grab the extra lives on your second bounce.



A second strongman waits further along. He pops you up to a cave leading to a secret yarn stash.

In the next chapter, you can find a continue trapped inside a seemingly impenetrable box. Where's the entrance?

To get in the box, take the rollercoaster cars all the way to the top, then head across this series of platforms to reach a warp cave.



The warp leads to the trapped continue, then to a yarn stash, then back to where you started. That continue should help you get through the last bit of the carnival. Be forever, Bubsy!

GP

Gargoyle's Quest

A Beastly Good Game

Jeff Lundrigan

Once the world was known as the Ghoul Realm, and it was ruled by gargoyles and other mysterious creatures. One of the gargoyles, Firebrand, dreamed of becoming a true warrior, and he trained every day.

Finally, he got his chance. A terrifying Black Light invaded the Ghoul Realm, draining all the magic from every living thing. Firebrand, having proven his skill in the training center of Etturia, set out to discover the source of the Black Light — and free the Ghoul Realm from its curse.

Gargoyle's Quest II is a sequel to *Gargoyle's Quest* for Game Boy, but the addition of color isn't the only change. *Gargoyle's Quest II* packs a wallop. It's not only a big game — with something new in every stage — but it's also one of the most challenging NES games of the year, sure to keep even the most experienced players busy for a long time.

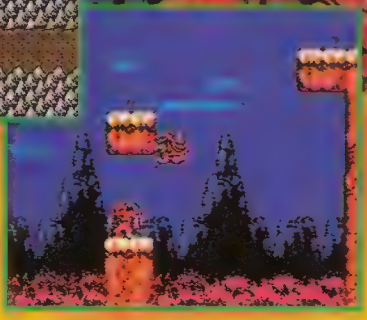
Test your skill as a warrior by grabbing Argob's Pot in the training center. Since you can't reach it directly, use this series of blocks to go up and around, then come at it from above.

As you exit the training grounds, you find Etruria in a panic. The Black Light has been set loose, draining all the world's magic.

You must fight your way back to the king's palace. Getting over the rooftops isn't easy, but you can hang onto the sides of these lanterns for a boost.

As you drop over the second house halfway through the stage, watch for this secret passage that leads to a hidden vial.

The first boss is a well-armored dragon. Stand on the edge of this platform and keep firing. His starbursts miss you, so you need to dodge only if he fires three-way shots or charges at you.

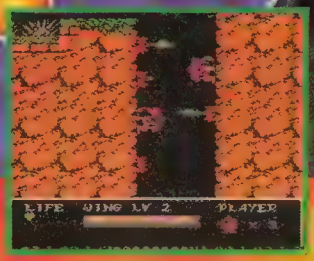


The king sends you to Gibea, which can be reached only by crossing the Fire Bridge. Fire doesn't hurt you — it *kills* you instantly, so you can't afford any bad jumps. You can probably reach the side of this block from the platform below, but it might be easier on the platform floating back and forth at the right.

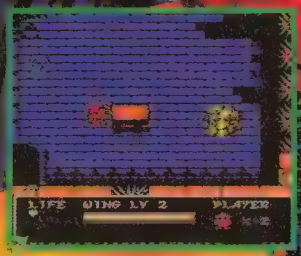
In Gibea, you find that nearly everyone is under some spell and can't talk to you. From a few meager clues, you find that you can cure them with the help of Hecate.

You must cross Anon's River to find Hecate, and a long series of flat-headed statues are the only way across. Be careful — those statues shoot. Hover over each one until the shots pass by, then drop.

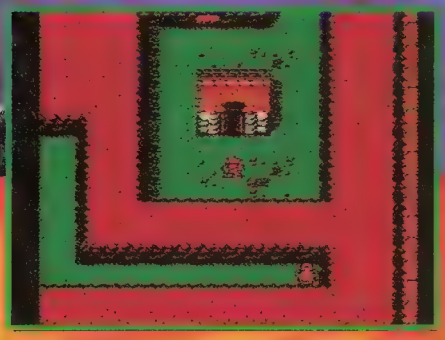
Hecate helps you only if you bring her the Night Drop, found deep in Hinom Woods. There's a one-up located about a third of the way through this stage, and it's there each time you look. Float over and grab it, then hold right — you don't want to hit spikes on the way down.



Halfway through the woods, you come to a long vertical shaft that you automatically float through. These spears at the top are the only obstacle — cling to the opposite wall, then hurry by.



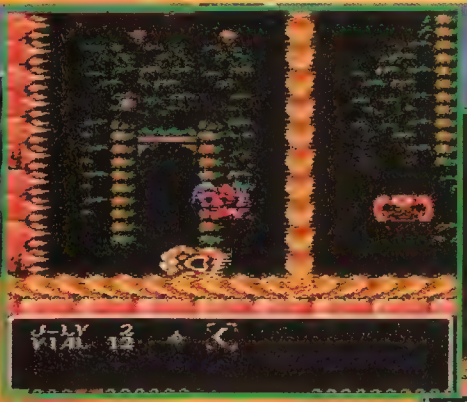
The blowfish who guards the Night Drop is tough to beat because it can push you back and forth by blowing water. Grab the center platform so you can't be moved, then shoot it when you can, dodging the fish's deadly bubbles.

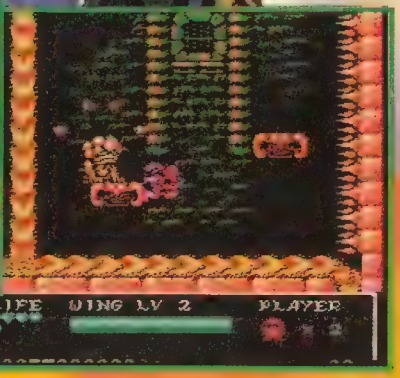


Once you've obtained the Night Drop, head for Gaza Cave. This is not only Hecate's home, but it's also full of vials. Grab them all before moving through the passage to Sittem.

The single longest jump in the game is in the passage. Wait until the absolute last moment to jump, then leap as high and as far as you can. Begin floating in this exact place, when Firebrand's head is almost even with the bottom of the background mountain. Float a short distance, let yourself drop a little, then float again — repeat until you've covered the distance.

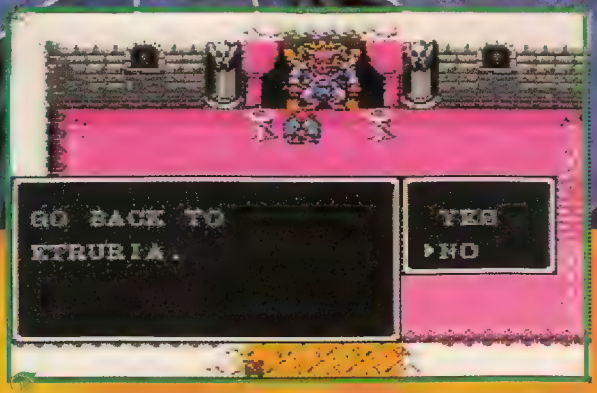
There's a wall at the bottom of the first shaft in Sittem Castle that you can break through. Take this path for an easier route through the stage — and there's a deep sand pit with a renewing one-up at the bottom, too.





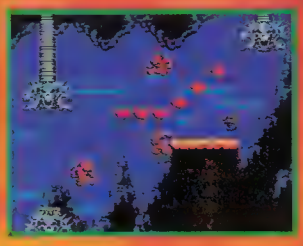
The boss of Sittem Castle is a strange species of squid. He sits in one place for a short time, then rushes toward you at breakneck speed. Jump him and move to the other side. Watch out: If the smaller creatures he sometimes sends grab you, it's much harder to move and jump.

Return to the King and use the Gremlin Stick to wake him up. He sends you to the main palace, where you can put your new Tornado Magic to good use eliminating some pesky birds.

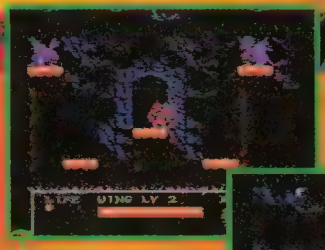


he King of the Ghoul Realm has never heard of the Black Light and doesn't seem to think anything is wrong. What's going on here? Maybe this king is an imposter.

efeating the King of Destruction isn't easy. He's much faster than you, and he can pass through solid walls as well. There's a rhythm, however, to the way he closes his cape and stops dead. Use those moments to fly over and around him, then turn and fire.



There's peril on the short route to the mountain castle where the real king is imprisoned. As you move off the last rising platform, grab the edge of the stone ledge, then jump straight up to avoid the skull's blast of fire. As you come back down, *quickly* turn and kill the bee.



he end of the passage is guarded by twin griffins. Try to stay above them and shoot as they rise to attack. Keep alert — they can join together to form a deadly whirlwind, flinging scythe blades in all directions.

Now enter the castle and free the king. He then opens the passage to the wise man, Lethe. The way to Lethe, however, is guarded by a fierce warrior.

op to the center platform and shoot the warrior as he moves up and down; he won't move closer as long as you're hitting him. Just before he lands, dodge his blade — don't hover, just jump as high as you can. Don't let him get too close because the closer he gets, the faster he throws.

Gargoyle's Quest

JVC; 3800 Barham Blvd., Suite 305; Los Angeles, CA 90068

JVC/SUPER NES

Super STAR WARS

...A GALAXY FAR, FAR AWAY

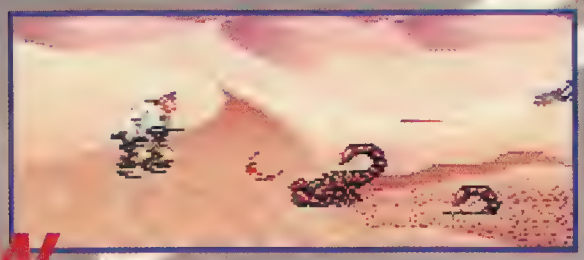
No single movie has had the massive impact of *Star Wars*. It introduced millions to science fiction, changed the way we think about outer space, and captivated generations of moviegoers with a colossal fantasy that's just as popular today as it was when it was released 15 years ago. But until recently, video gamers had to be content with the old Atari 2600 system if they wanted to take Lightsaber in hand.

Following last year's one-two punch of 8-bit *Star Wars* games (*Star Wars* and *The Empire Strikes Back*), JVC and LucasArts have created a version for the only Nintendo platform that can do justice to the classic films — the Super Nintendo. And, like the films, *Super Star Wars* is on the cutting edge of modern technology. The huge characters are very detailed, there's a stage depicting almost every scene in the movie, and the classic John Williams sound-track puts you *in* the action!

The game's only problem is its exceptionally high difficulty level. Some of the levels seem overly long, and you often are attacked by tons of enemies at once. However, this type of challenge may be the ticket for some game players.

It's going to be tough to top *Super Star Wars*, but we hear rumors that JVC may have plans to do just that — with 16-bit versions of *The Empire Strikes Back* and *Return of the Jedi*!

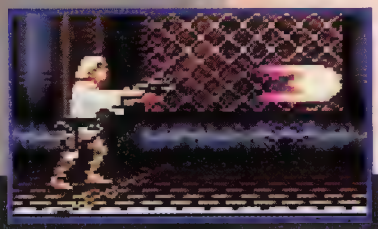
Chris Slate



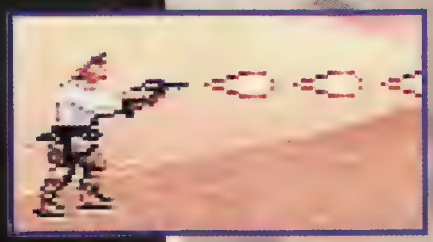
Watch out for scorpions hiding in the sand pools of the Dune Sea. While their bite isn't deadly, you definitely won't survive their sting!

WompRats attack in overwhelming numbers, but they leave behind a ton of life-hearts when they're killed. If you stand here for a few seconds and shoot around, bonus life-hearts and a blaster power-up appear.

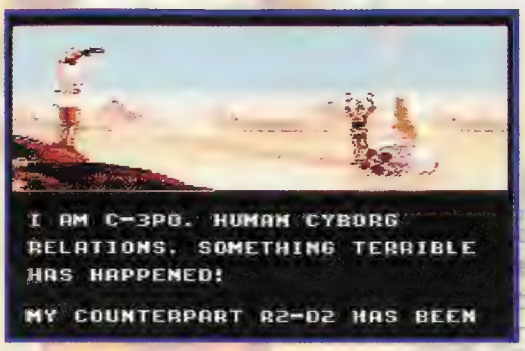
SUPER STAR WARS



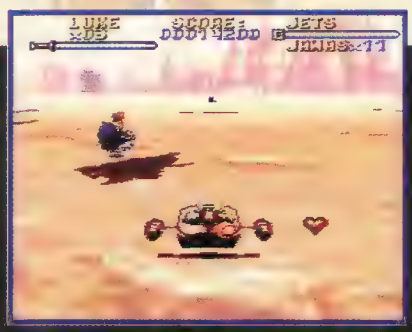
Power-up Luke's blaster by grabbing gun icons, usually found in the same places each time you play. Most of the five levels of gun power have special bonus abilities as well.



To escape the Sand Dune, Luke must first destroy the Sarlacc Pit Monster. Pay close attention the tentacle stretching from the sand — it's a quick warning of where the beast will surface next.



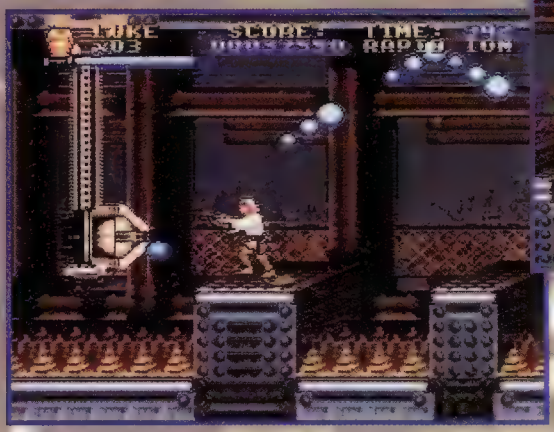
The intermission screens keep you informed about what's happening away from the action. Here we meet C-3PO and R2-D2 — two 'droids destined to become heroes.

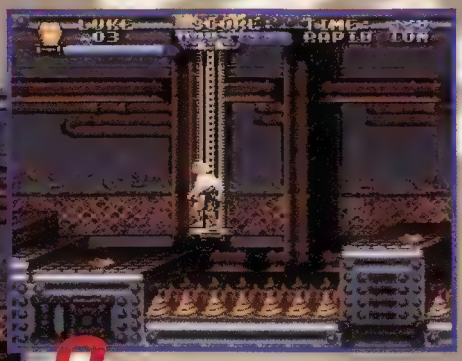


In the Landspeeder stages, your job is to repel Jawa attacks until you've destroyed their entire unit. Only then are you allowed passage to the next level.

Picking up cans of fuel gives your Landspeeder a jet boost that you can use to reach maximum speed instantly. It's best to save it until all the Jawas have been beaten because you can't fire forward unless you're sitting still and level.

This is it: the massive Jawa Sandcrawler. Watch your step on the way up — it's a long way back down.





Once inside the Sandcrawler, destroy these gun turrets and ride their platforms across the grinding gears.

You meet Ben (Obi-Wan) Kenobe in the Land of the Sandpeople. These enemies are extremely tough, and the journey through the mountains is dangerous. But when you finally reach Ben, he gives you the Lightsaber Luke's father left for him.

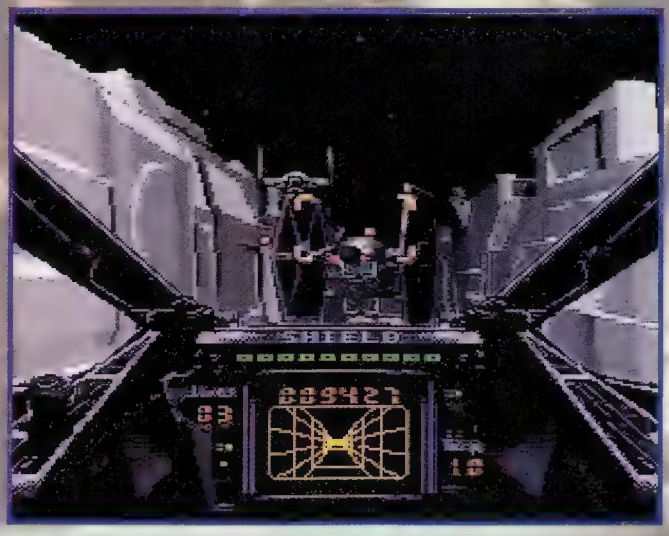
Whoooah! That's one big WompRat! Knock off the little ones as soon as they appear — before they get a chance to cause any real trouble — then jump up and use the Lightsaber on their big brother.

Lord Vader's Storm Troopers are waiting for Luke in Mos Eisley. Use your newfound Lightsaber to plow through to the Cantina.

SUPER STAR WARS

You meet Chewbacca once you reach the Cantina. From that point, you can choose between him and Luke for the side-scrolling action levels. Chewbacca's best against the bar's massive bouncer — his crossbow powers-up much faster than Luke's blaster.

Renegade smuggler Han Solo agrees to meet you at his ship, the Millennium Falcon. Now you can control Han as well.

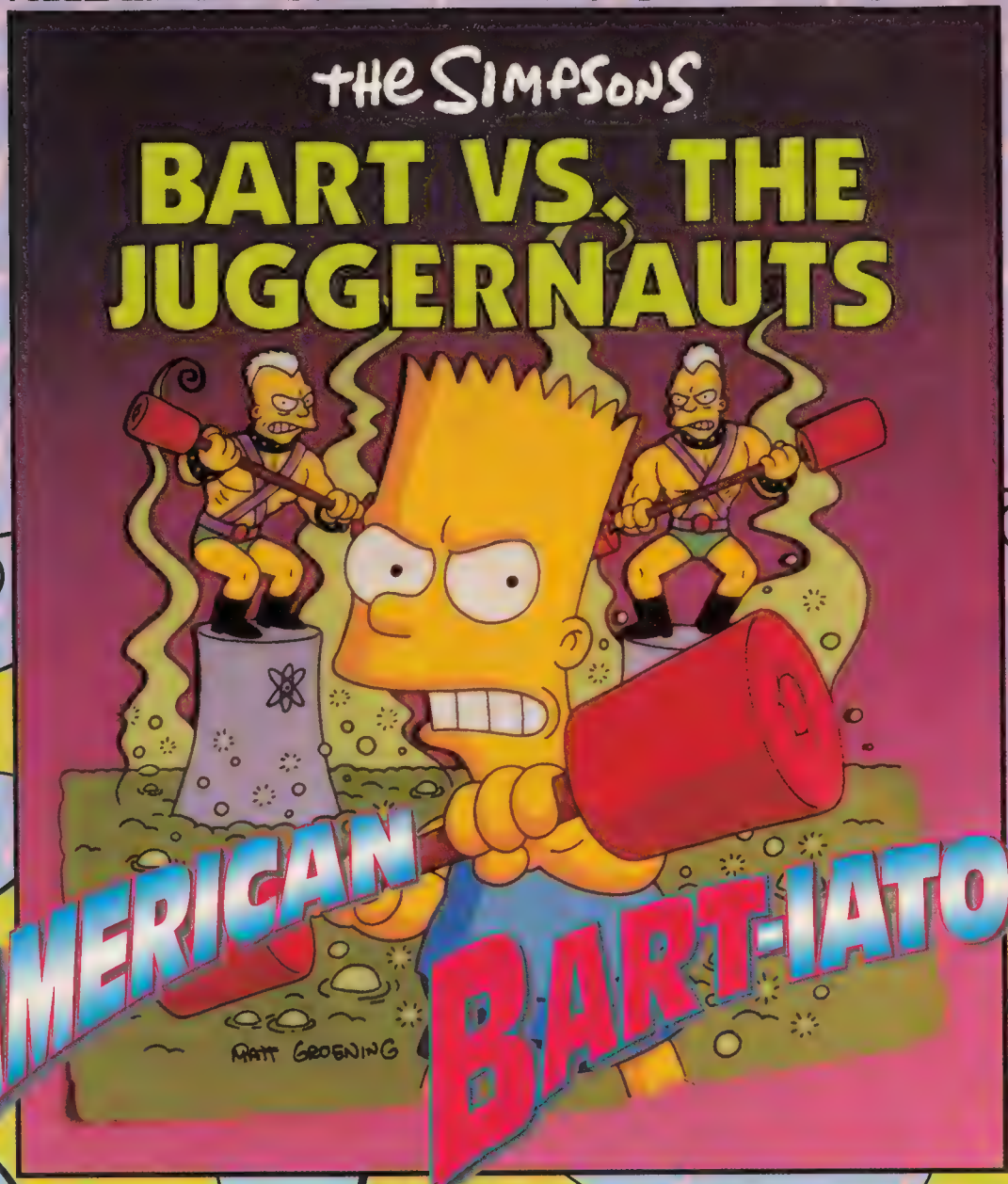


Your adventures ultimately lead to an assault on the Death Star, where Luke must destroy the main reactor and get out fast. It won't be easy, though — you must first deal with Darth Vader's elite Tie Fighter squadron.

GP

Super STAR WARS

 Acclaim; 1 Spring Street; Oyster Bay, NY 11771



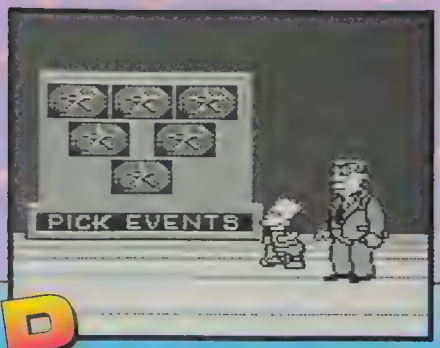
AMERICAN BART-IATOR

JONATHAN GAGNON

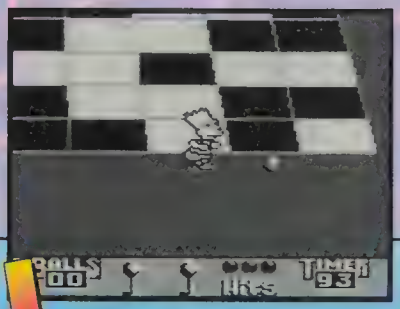
Come one, come all! Springfield, U.S.A. is hosting the Juggernaut show — and Bart's determined to win! After four grueling weeks, the famous spike-headed Simpson will either walk away with fabulous prizes or be pulverized by Chunky, Extra Chunky, Muscleeena, or one of the other 238-pound Juggernauts.

In *The Simpsons: Bart vs. the Juggernauts*, Bart competes each week. If he makes it through all the events with a cache of cash, he can proceed to the next week. His money carries over from week to week, so he can just squeak by one week if he whomped up on the competition the week before. And if he wins every event in a week, the bonus activity is his alone!

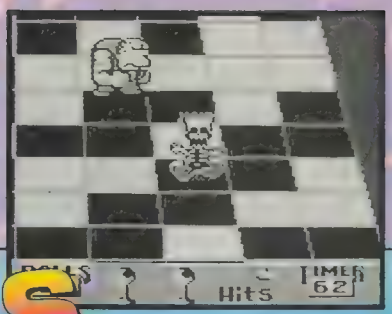
The graphics in *Bart vs. the Juggernauts* aren't bad, and the different events mean there's a variety of action. It's a tough game, but the Simpsons characters appear to give you a boost — one event is even scheduled in Moe's Tavern! And, of course, Bart and the Juggernaut announcers keep the wisecracks coming. So as long as you can keep Bart away from hair-raising electricity, slippery pizza, plutonium-rod jousting sticks, vicious Doggernauts, and a zillion other hazards, he might just end up a Super Juggernaut: the "Strongest of the Really Strong."



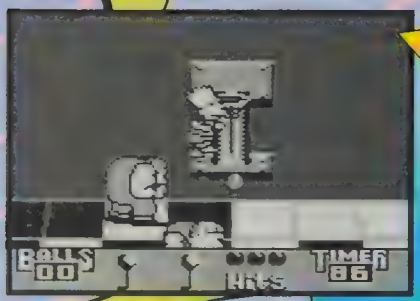
Pick your event and get ready to take on some Juggernauts.



In Dr. Monroe's "Hop, Skip, and Fry" event, you must grab the ball while staying on the white squares.

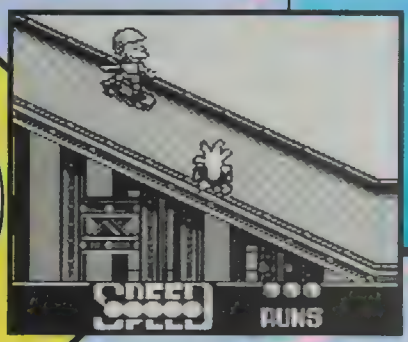


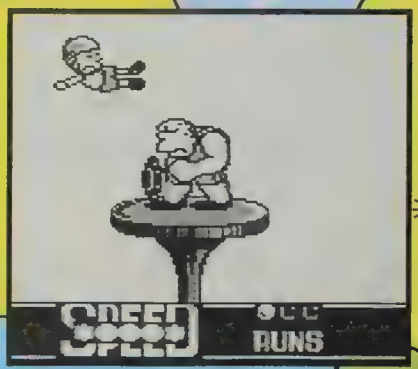
Stay away from the Juggernauts — they'll toss you onto the electrified black squares.



You get more points if you dunk the ball. Stay a few inches from the goal to dunk it.

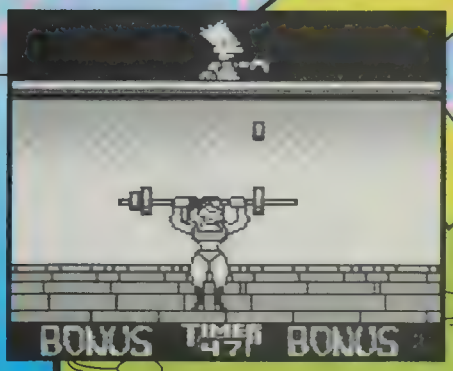
During Captain Murdock's "Skateboard Bash and Crash," watch out for Juggernaut fists that burst through the floor. Move around the screen to avoid them.

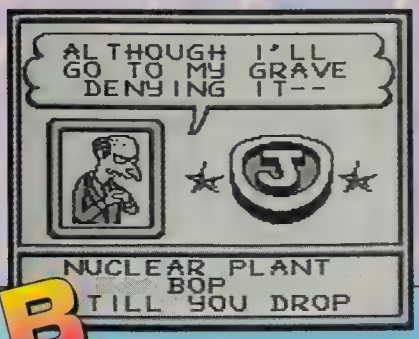




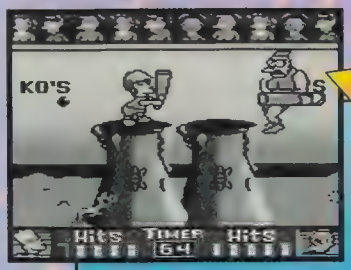
Knock off the Juggernaut when you clear the ramp. Stay in one position, then quickly move to clear his shield.

If you win all the events in a week, you advance to bonus stages. Here you must drop the weights on the barbell.

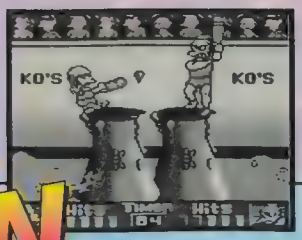




Before every event, the person hosting it gives a quick tip — use it to your advantage.

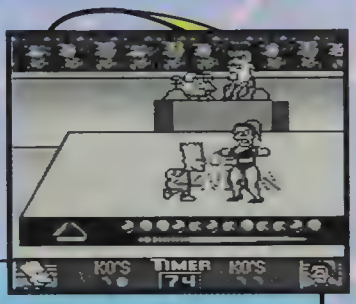


Yes, it's the Springfield Nuclear Power Plant "Bop 'til You Drop" event. Make use of your jump, duck, and block moves, then counter with quick jabs.

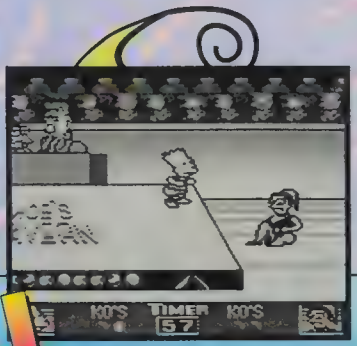


Watch out for the nuclear waste that spits up unexpectedly. Dodge it with a quick jump.

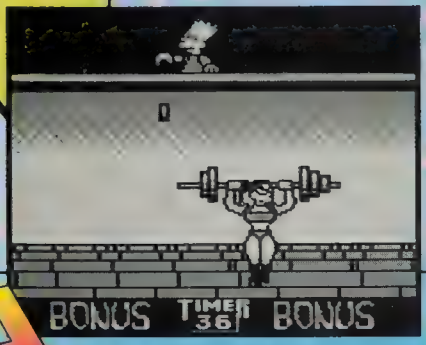
The announcers tell you the money you've earned — and get in a few slams, too. But Bart's ready with a familiar retort.



"Moe's Tavern Shove Fest" is easy if you're constantly on the offense. Go after your opponent immediately and knock him or her to the floor.

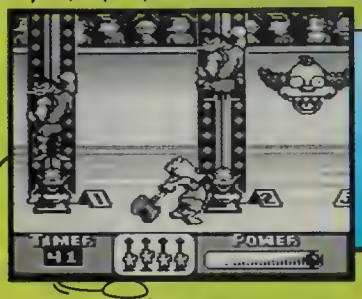


Use a head-butt to knock off Juggernaut Snarla.



As you advance, notice that even the bonus stages get harder. Here, you must drop additional weights on the bar.

Dodge the knives while parachuting in "Herman's Military Minefield Mayhem."



When your power-bar indicator is over to the far right, swing your mallet. When the mallet's at its most powerful, you can push the Juggernauts farther up the poles.

Long Live Camelot

Selby Bateman

One of the best SNES games of the year is sure to be Jaleco's *King Arthur's World*, a combination puzzle, strategy, and action game that grabs hold of you and doesn't let go.

The game is very similar in nature to *Lemmings*, an earlier SNES cart that's very popular. In both games, you direct and coordinate the actions of a set of characters possessing specific skills before they blindly go to their deaths. Victory is achieved by solving puzzles and overcoming obstacles. But even though the concept is close to Lemmings, all the action in *King Arthur's World* is delightfully different.

Guide King Arthur as his army of soldiers, knights, archers, engineers, barrelmen, and wizards set forth to defeat enemies in three worlds — Real World, Goblin Underworld, and Cloud World. Learning to coordinate the actions of Arthur and his army isn't only the key to ultimate victory, it's also the key to a lot of fun.

For any armchair general who has wanted to control battles in miniature, King Arthur's World offers the opportunity. While the options at any one time are limited to Arthur and three groups (for example, a soldier, a group of engineers, and a group of knights), there's enough complexity to offer real gaming enjoyment.

Warm up in a training level, then jump into the action. Send a group of knights marching toward the enemy castle while your archers let loose volleys of arrows to sweep the parapets of defenders. At the same time, your engineers can build a flame-throwing catapult to rain havoc on your enemies as Arthur prepares to follow his knights toward enemy gold, secret keys, and the ultimate defeat of any leader who stands in the king's way.

In addition to game play, the sound effects, music, and graphics are all first rate. The characters are so nicely drawn that you'll be crestfallen if you accidentally send soldiers off a cliff or have your barrelmen set a gunpowder charge too close to Arthur. And wait until you see a huge, fire-breathing ogre bearing down on a small herd of sheep that gambol innocently in a meadow.

We're already hoping for *King Arthur's World II*!

Jaleco; 310 Era Drive; Northbrook, IL 60062

Each level begins with King Arthur standing just outside his army's tent. Here, he's at the right as several archers head for battle.

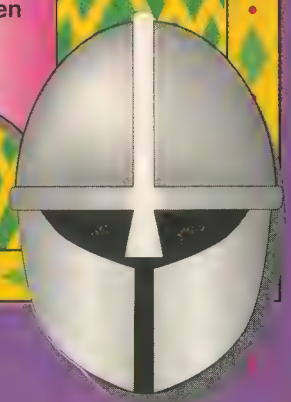
The selection screen offers a password option as you advance through the more than two dozen levels.

Choose "Army" from the selection screen to change the balance of your men.

Choose "Sounds" from the selection screen to alter background music, to turn sounds on or off, and to hear the sound effects.

Learn to use the King's archers to get at those hard-to-reach enemies right off the bat.

Cauldrons of fire are dumped on Arthur's men as they pass beneath the castle's parapets.



The three arrow symbols at the bottom of the screen give your archers three different ranges for their shots.

Barrelmen, who carry barrels of gunpowder, are great for blowing open doors.

Make sure the barrelmen place the gunpowder carefully — they can also blow up Arthur and his men if they're too close.

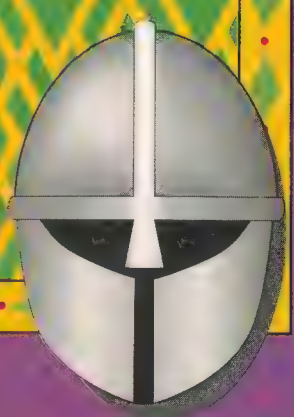
Soldiers use their large shields to block the attacking enemy, while knights are your primary one-on-one infantry.

Get your knights out in front of Arthur to provide protection — but watch Arthur's back at all times.

Engineers are the most versatile men. They can build pontoon bridges and shelter platforms (as shown here) to help Arthur and his men cross gaps or climb to higher levels.

Engineers can also use battering rams to knock down doors where a barrelman's gunpowder might be too dangerous.

The catapult, with its flaming shot, is the most destructive weapon the engineers have. It's great fun!



Arthur has two wizards. The positive-magic wizard casts healing, strength, and shield spells. The negative-magic wizard casts meteor, fireball, storm, apocalypse, and stun spells.

Arthur and two groups of knights wait on a hilltop while engineers with a catapult lay siege to a castle (off-screen at left).

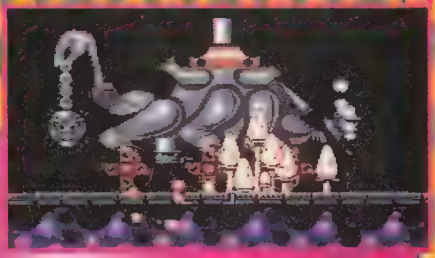
You must learn to coordinate Arthur's army before you can advance. Here, engineers prepare to lay down a short pontoon bridge while Arthur looks on.

This ogre waits at the end of the Real World — but he's not as tough as he looks. Remember that catapult?

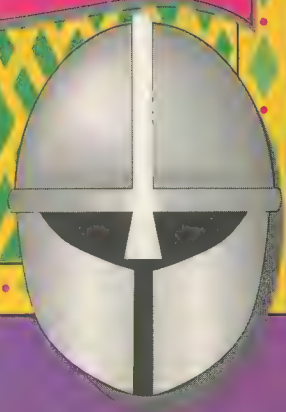
Things turn weird here in the first cavern of the Underworld. Get a soldier out front right away to protect Arthur from the goblin flamethrowers.

Bridges open and close unexpectedly. Learn their patterns, then quickly get your men across.

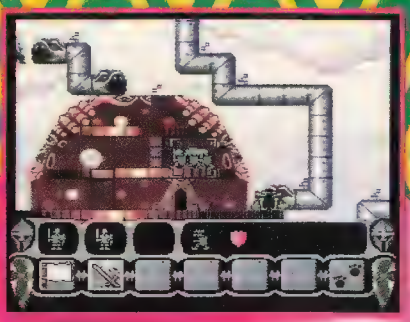
Green dung demons teleport themselves all over the place. Knights can defeat them — but not when the demon's tongue is sucking them up.



This steam hammer war machine is waiting at the end of the Underworld. Once again, don't forget that catapult, and use your soldiers aggressively.

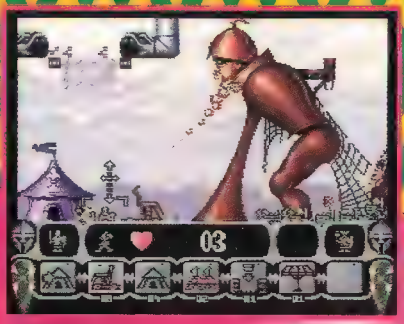


In the Cloud World levels, you're faced with zombies, acid-spraying "Freddies," force fields, and much more.

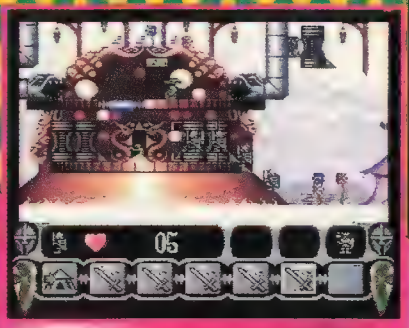


Don't accidentally trap Arthur. Here, engineers have dropped pontoon blocks, and Arthur has no way out.

No escape means curtains for Arthur.



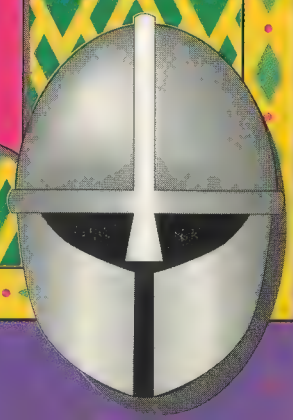
While your knights and archers go forth to battle, use the catapult to provide covering fire — especially against demons such as this.



Transporter columns carry Arthur and his men to other areas of a level. Be ready to fight as soon as you pop out.

Watch your step! Bridges have a habit of disappearing, especially in the Underworld and Cloud World.

This is Arthur's final challenge — the Demon Overlord. Arthur and his men must pop out of a transporter directly underneath the demon. Good luck!



KONAMI
NES

Caped Crusading in BATMAN Returns

Matthew A. Firme

Gotham City has been peaceful for quite a while. And Batman, Gotham City's mysterious guardian, has been pretty quiet, too. After all, there's not much work for a crimefighter when the crooks are lying low. But as Gotham City prepares for the holidays, two villains are planning to make their presence known to the unsuspecting city.

In the sewers beneath Gotham City, a twisted, disfigured man plots his revenge on the society that cast him aside. Oswald Cobblepot, better known as The Penguin, readies himself for vengeance. And in an alley behind the gleaming offices of department-store mogul Max Shreck, secretary Seleena Kyle lies amongst the garbage and broken glass. Her boss — Shreck himself — pushed her out a window when she confronted him with evidence of his illegal activities. Hungry alley cats restore her life with their bites and scratches, and another revenge-ridden villain is born: Catwoman.

So as an unaware Gotham City slips closer to total chaos, it seems clear that only one man can stop The Penguin and Catwoman.

Batman.

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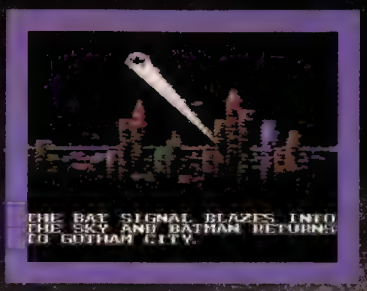
Konami; 200 Deerfield Parkway; Buffalo Grove, IL 60089

Although Batman has enjoyed the city's relative calm, he remains vigilant, knowing that at any minute, his city may need him.

The real trouble begins during the annual Christmas tree-lighting ceremony in Gotham Plaza — the Red Triangle Circus Gang suddenly attacks the gathered crowd.



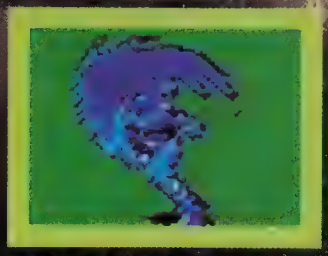
The Bat Signal flares against the skies over Gotham City — and in Wayne Manor, Bruce Wayne sees the signal and readies himself to fly into action.

block

punch

slide

kick

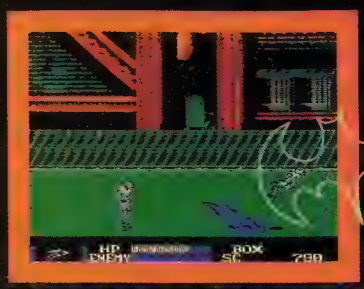


spin attack

Batarang

grappling hook

Batman takes on the Red Triangle Circus Gang — now under The Penguin's leadership — in Gotham Plaza. Keep your eyes on all the enemies, all the time. Often, one sneaks up behind you while you're busy with another. Don't forget to smash that gift for power-ups!

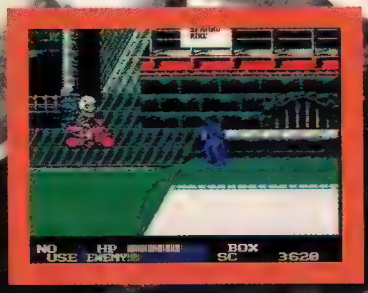


The slide can be very effective, letting you hit quick, then get out of the way.

These stilt-walkers aren't too tough — a few of Batman's lightning-quick punches should take care of them.

These big clowns are faster than you'd think! They smash you with a belly-bob or roll into a ball to bowl you over.

You see these guys *often*. The first few you meet are pretty slow, but later in the game, they're a lot more aggressive.

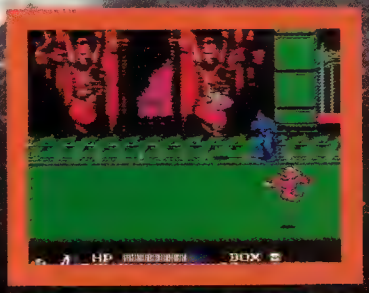


The big-headed motorcycle riders harass you throughout the game. When they ride off-screen, face the direction they went and get ready for wheelie-charges!

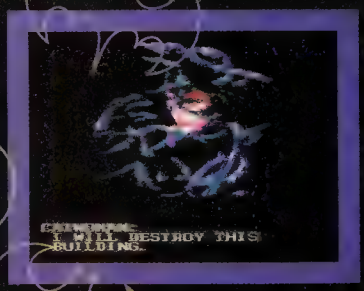
The boss of Stage 1 is the Tattooed Strongman. Use your dash attack to hit him, then dash again to avoid his spinning attack.

Once you've defeated the Strongman, don't forget to pick up the box he drops. It gives you a reserve life bar.

The battle with the Red Triangle Circus Gang leads you to Shreck's Department Store. Knock over fire hydrants to find power-ups.



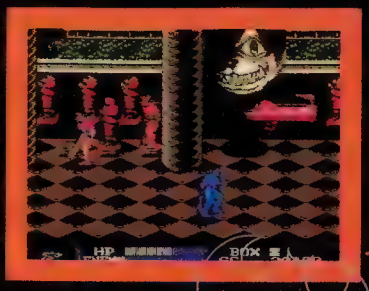
Those skinny clowns are back — and this time, they've got clubs! Attack them first, and don't let them surround you.

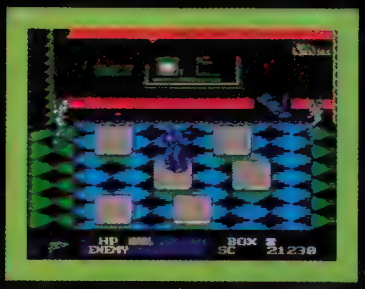


You meet Catwoman for the first time as you enter the store. She vows to destroy the building — and warns you not to interfere.

Use your grappling hook inside Shreck's to smash the eyes on the cat heads above you. Check every one — one of them contains a powerful weapon you need against Catwoman.

Stay alert as you prowl the store's aisles. Those mannequins in the background might be Red Triangle members!





If Batman steps anywhere but the edges of the screen or the squares in the middle of the floor, he takes damage. So stick with one gunner at a time, battling him until he's beaten, then attacking the second guy.

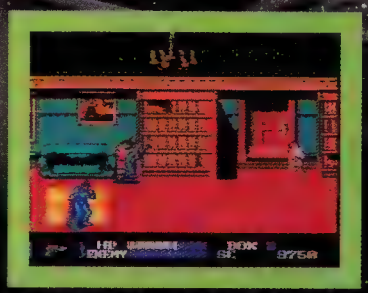
Toy helicopters suddenly fly on-screen, dropping very real bombs! Stay on the right edge and take the helicopter out with your grappling hook.

Batman faces Catwoman on the roof of Shreck's. She's a tough opponent — but you stand a good chance of defeating her if you found the test tube.

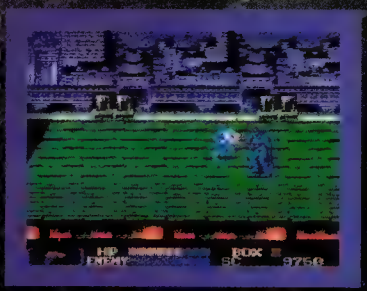
The Penguin and Catwoman strike up an alliance — and plan to trap Batman!

The Penguin kidnaps Gotham City's Ice Princess to lure Batman into his trap. As you search for her, you run into these mean, knife-throwing women. Stick to the top wall and let them come to you.

As you search, use your grappling hook to enter open windows. There are power-ups in the chandeliers overhead — plus, you might overhear some interesting conversations.



Batman finally finds the princess. But before he can rescue her, Catwoman races into the room to nab her!

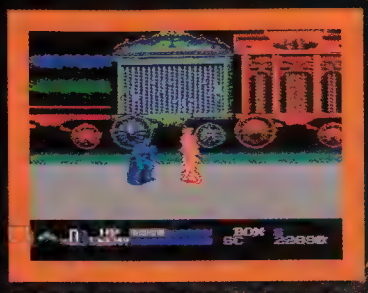


As you chase after Catwoman and the princess, you must fight your way across this icy rooftop. Press Up on the directional pad as you fight to keep from falling off the roof.

Again you reach the Ice Princess. But after you've battled two bosses to reach her, she falls from the rooftop!

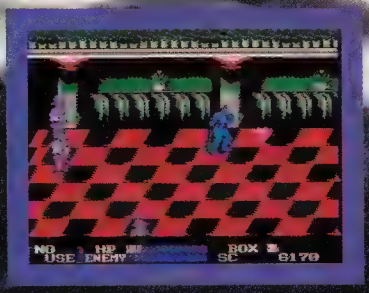
The Penguin holds a press conference, claiming that Batman killed the princess. But when Batman plays a tape he made of The Penguin plotting the kidnap, public opinion swings back in Batman's favor.

When the people of Gotham City turn against him, The Penguin seeks revenge by kidnapping the city's first-born sons. Batman must get behind the wheel of the Batmobile to find them.

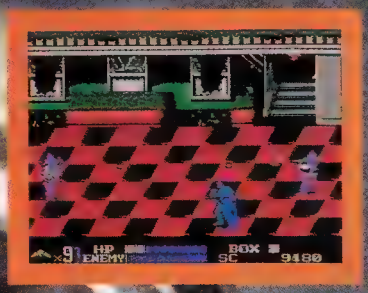


Once you find the circus train, you face some very tough enemies.

The Organ Grinder is the boss of Stage 4. Use your slide attack to knock him down before he can crank up his bullet-spewing organ!



Smash the table inside this building for a power-up, but don't use it until you've dispatched these noxious dwarfs.

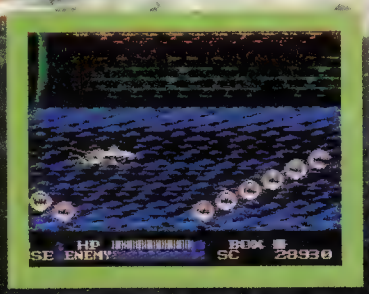


These little fellows surround you with gunfire. Again, concentrate on one gunman at a time.

You're on the trail of The Penguin in Stage 5, and finding him won't be easy! Fight carefully — you can't afford to lose much life in this stage.

You've smashed the duck, but The Penguin escapes! Now you must track him to his underground lair, Arctic World.

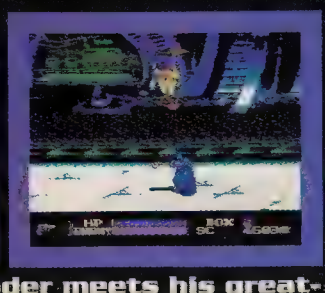
The boss of Stage 5, The Penguin's Duck Vehicle, is one of the toughest you face. Make sure you have at least one full life bar and nine Batarangs before you try to tackle this monster!



In the Batskiboat, you race through the sewers of Gotham City, hurtling toward your final confrontation with The Penguin. Collect all the power-ups you can — you'll need them!

As you'd expect, Arctic World is a slick, icy stage! You face some unrelenting enemies, often sliding right into them.

A whole gang of bikers attacks — and that seal won't release his power-up until you've beaten them all.



Now the Caped Crusader meets his greatest challenge — a face-to-face battle with The Penguin! The villain uses his umbrellas to blast you with missiles and to fly high overhead and drop bombs!

Chris Slate

FINAL FANTASY

Mystic Quest

Getting Started in Role-Playing Games

Hold it! Role-playing fans shouldn't be fooled — this *isn't* the *Final Fantasy III* you've been waiting for; that game won't be out until later this year. *Mystic Quest* is an entirely different game from the *Final Fantasy* series, geared toward less-experienced players or those new to role-playing games. Everything's streamlined so anyone can easily jump in.

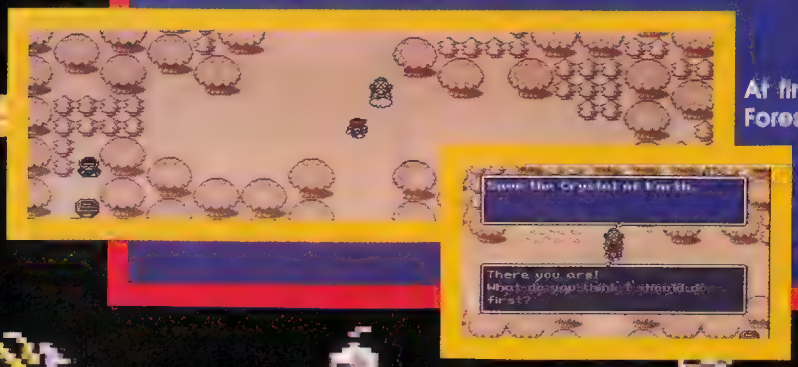
But *Final Fantasy: Mystic Quest* is still a great game. And don't let the "RPG for Beginners" premise throw you — this game still packs enough challenge to keep veteran players busy for quite a while. There are a few noteable changes from a normal quest game, however, that make it easier to play. For example, you don't wander the countryside, fighting monsters. Instead, you travel from place to place on a map screen without any danger of being attacked. Also, monsters don't appear from nowhere — your enemies are always visible so you can avoid them if you wish. You can also switch between a hit-point display and a standard energy bar that's more common to action games.

If you've never been able to get into complex RPGs before, now's your chance! Here's a look at *Final Fantasy: Mystic Quest* from a novice's point of view, with all the basic tactics of role playing spelled out. Even old-timers can use our guide to brush up on strategy — after all, *Final Fantasy III* is just around the corner!

Trouble in Paradise

Most action gamers automatically skip "useless" introduction screens to get to the action, but you just can't do that in an RPG. The old man's story is very important — without its clues, our hero doesn't have any idea where he is, who he is, or what he's supposed to do.

When the game begins, you're on the world map. Press in the direction of the on-screen arrow to travel whereever you wish. However, there are certain locations that you can't visit until you meet certain requirements.

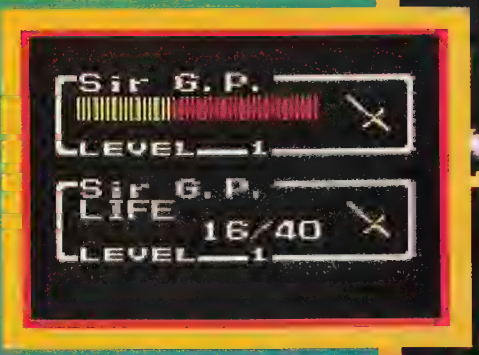


At first you can only enter the Level Forest, and most of it is blocked off — even after you jump the old man and move the stone. At times like this, when you seem hopelessly stuck, go on to other things and try again later.

Square Soft; Westpark G-1; 8351 154th Avenue, NE; Redmond, WA 98052

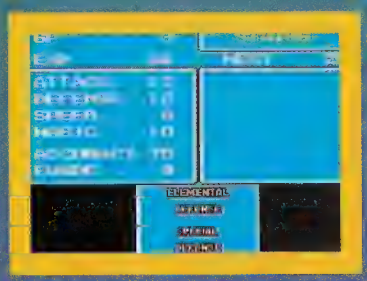
Playing the Numbers

Unlike most RPGs, *Mystic Quest* allows you to save your progress anywhere in the game. You can access the main menu from the Save screen, and from there you can enter many different screens.



Change your energy read-out on the Customize screen. You begin the game with a traditional life bar, but you'll find that the optional "HP" (Hit Point) display usually works better with RPGs.

You can change many other things from the Customize screen, such as the message speed and even the color of the menus.



The Status screen shows your character's attribute ratings. Attributes measure a character's proficiency in certain areas. When you win enough battles to advance to the next experience level, your attributes increase. Compare these beginner's stats with a player who's deep into the game.

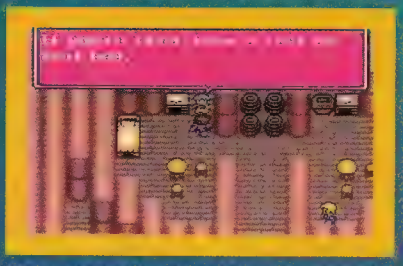
Town Life

You spend a lot of time in RPGs piddling around towns. They offer items, advice, and rest, but the careful adventurer can usually find something more by keeping eyes and ears open. Foresta is the first town you visit.

"The Crystal of Earth is to the north, in the Bone Dungeon."
"The Crystal of Earth! That's what I've been looking for!
"Strange trees are growing in the Level Forest."
"Strange Trees? Since the Level Forest is right next door, maybe that's worth looking into first."
"I've turned into an old man!"
"Why, yes, you are an old man. So what's your point?"
"The monster can drain energy from a person. I'm really just a child!"
"A-ha! So that's what the old man meant! Say, if I could defeat this monster, the townspeople might give me a reward!"

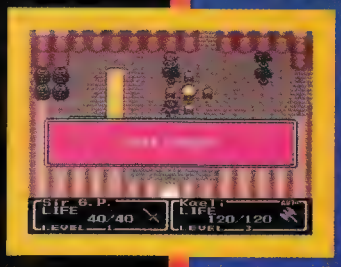
Listen to the Townspeople

Talk to everyone in town before rushing into action. Their tips and clues are essential to your quest. If something they say doesn't make sense, continue your questioning until you have the whole picture.



You should also talk to people inside their houses. Some of them give you treasure, clues, or even a place to rest.

Teaming Up for Battle

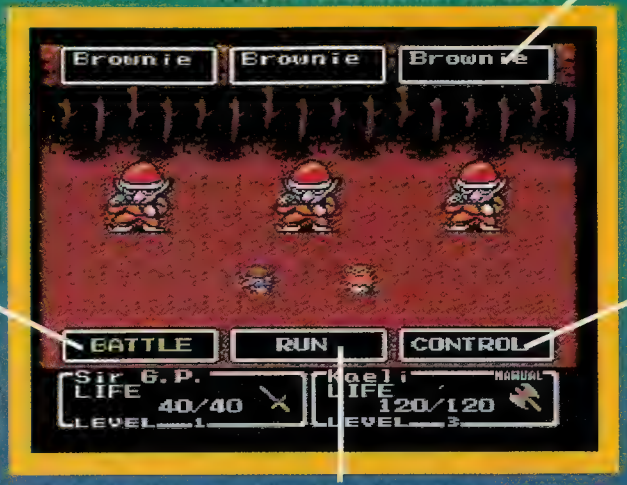


Some of the people you meet decide to join your quest, if only for a short time. Their different abilities can help you past rough spots. Without their help, it's probably impossible to complete the quest.

Your teammates almost always are more powerful than you are. After all, you're just on your first quest, and they've been adventuring for years. Familiarize yourself with your partners' stats and abilities — you need a good idea of who's covering your back.

Combat! Even though your foes are usually easily avoidable, you sometimes have no other choice but to fight. Before going into battle, check your HP, ammo, and anything else that may need replenishing.

Enemies: Make sure you know who you're fighting. A monster may look like the giant toad you fought earlier, but in actuality it could be the dreaded D. Toad, a much sturdier version.



Battle Options: See Battle Screen below.

Control: This allows you to switch your partner between manual and automatic battle modes.

Run: Sometimes it's better to run and live to fight another day. Some enemies trap you, however, which leaves you defenseless for an entire round. Don't run often, or you might miss much-needed experience points.

Attack: This command sends your hero into battle with whatever he's holding in his hand.

Item: You can select things like Heal and Cure potions from this inventory.

Spell: Spells are used mostly for healing wounds, but you eventually gain some impressive offensive spells as well. Keep a close eye on how many you've used so that you have some left for key situations.

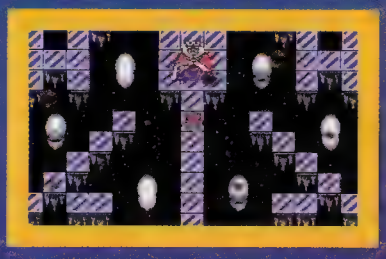
Defense: If a character is near death, it might be wise to have them drop their attacks and just defend until they can be healed. If need be, one character can also help defend another.

Keep an eye on your enemies as you fight — it shows when they get worn down. If you lose to a monster and never even changed his appearance, you've got a lot of training to do before fighting him again.

Treasure! Special items and weapons make those lengthy battles worthwhile.

Those Wonderful Weapons

weapon	AP	weapon	AP
Steel Sword	95	Cat Claw	92
Knight Sword	137	Charm Claw	127
Excalibur	217	Dragon Claw	170
Axe	99	Bomb	63
Battle Axe	152	Jumbo Bomb	112
Giant's Axe	195	Mega Grenade	162



A Land of Mystery

Final Fantasy: Mystic Quest has many items to find, people to meet, and puzzles to solve. Beginner role-playing gamers should remember that RPGs are designed for *weeks* of play, not hours or days. Save often and take it slow — you can't charge through it like an action game. Time and patience are the keys to success.

GP

George Saves the Universe

Vince Matthews

Welcome to the 23rd century! Join George Jetson as he tries to stop the scourge of the galaxy — Cogswell Cogs!

In *The Jetsons: Cogswell's Caper*, Cogswell has set up a new mining colony on a tiny planet called M38. But while constructing the colony, Cogswell stripped the planet of most of its major resources. The locals are up in arms! Fortunately, Cogswell's dastardly deed didn't go unnoticed — Jetson's boss, Mr. Spacely, has the answer: Send George Jetson to straighten things out.

George must travel through a dozen different areas, facing every imaginable obstacle, until he finally reaches Cogswell. Luckily, he gets help and advice from his loving family — not to mention a bag of goodies that would even make Buck Rogers jealous. Go get 'em, Jetson!

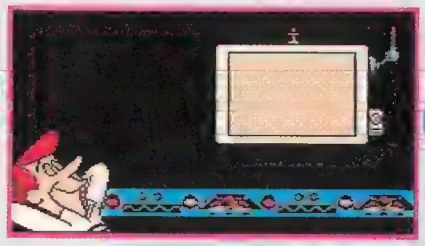
TAITO
NES

Taito: 390 Holbrook Drive, Wheeling, IL 60090

Me and the Wife and Kids

Meet George Jetson... his boy Elroy... daughter Judy... Jane, his wife!

It was just another day for the mild mannered Jetson when suddenly....



Members of the Jetson clan occasionally show up with a special item to help George on his adventure.

Pack for the Trip

Boxes reveal power packs, stars, and extra men. Pick up every box you find.

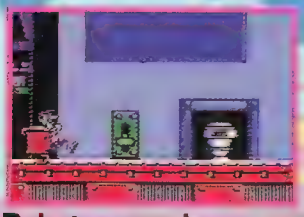
A small heart fills a fraction of your health.

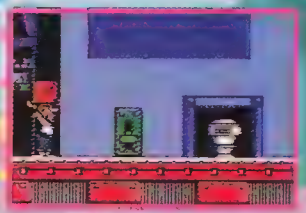
Power packs help you use items.

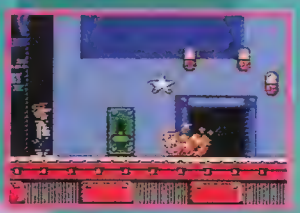
Extra man icons can be found hidden under boxes.

A big heart adds an extra heart to your health meter.

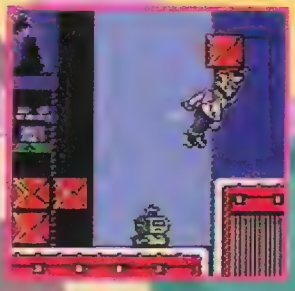
Ten stars give you an extra life.

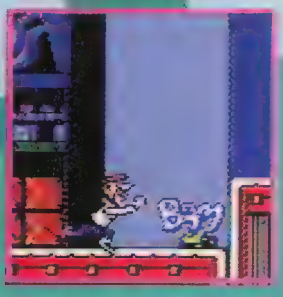






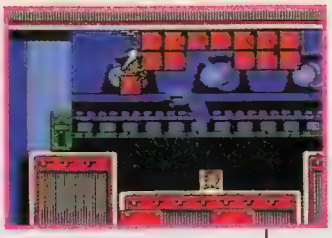
Robots reveal groups of power-ups.



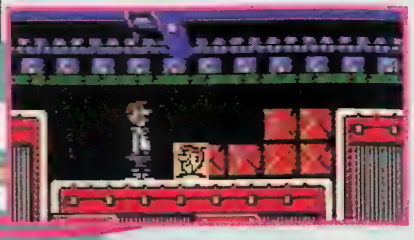


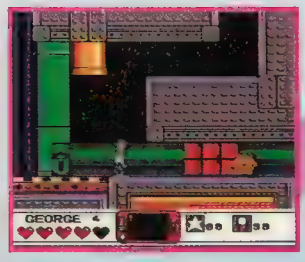
Some boxes have attack drones hidden in them. If you encounter a drone, jump it, then throw a box into it!

Gravity Schmavity

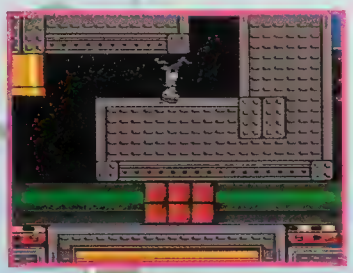


Get an extra life in level 1 by reversing the gravity with this switch. Clear away the boxes while you're on the ceiling. When you flip the switch again, the boxes fall back down, leaving you an open gap.

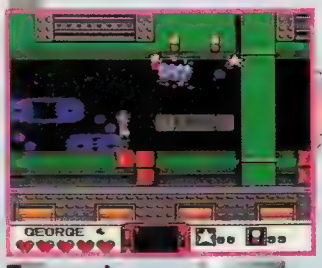




Look for a secret room in level 4 by reversing the gravity at this switch. Since enemies are automatically destroyed when you reverse gravity, wait for the flying robots to enter — just as you jump from the cogs — to flip the switch.



Jane! Stop this crazy thing!

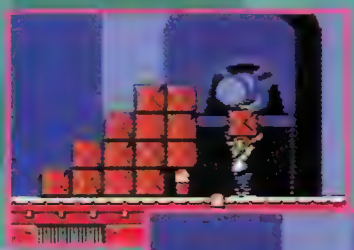


Enter the secret room and collect the power-ups...

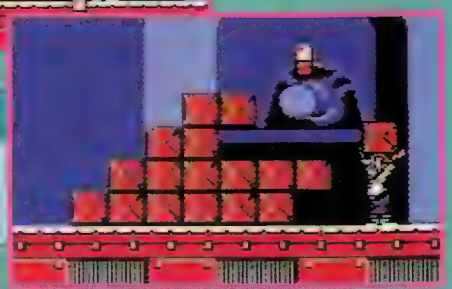
... then exit at the arrow.

Moving Day

Learning to throw boxes diagonally and while jumping helps you easily defeat tricky enemies.



Wrong! Now George can't jump over and will miss boxes.



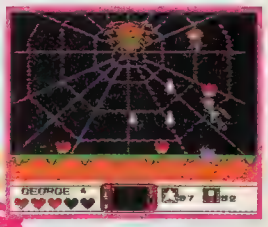
Right! Remove the boxes in a step pattern.

Level 1: The Packing Factory

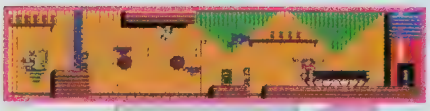
Sentro is the boss of the Packing Factory. Keep moving, throw boxes up at him, and jump the doggie-drones he sends after you. If you get caught on the conveyor belt, jump to keep from falling into the pit and avoid the cogs he shoots at you.

Level 2: The Botanical Garden

Level 3: The Sports Gym



A spider holds an alien captive at the end of level 2. Use the apples that drop from the trees above the web. Continue to attack and move — if you stand in one place too long, you get caught in a web.



There's no boss at the Sports Gym. Quickly make your way through the area to Astro.

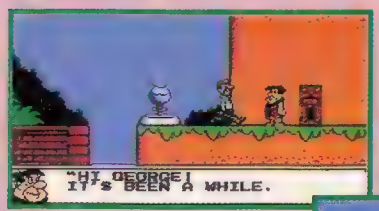
Level 4: The Gear Factory

You're hounded by rolling cogs in the gear factory. Keep running and jumping — don't stop for any reason!

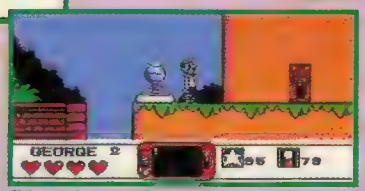
The boss of the gear factory is a cog with an attitude. Remember Astro's advice and have a full life meter when you reach it. Use boxes against the cog and watch out when Cogswell reverses the gravity!

Creating The Jetsons

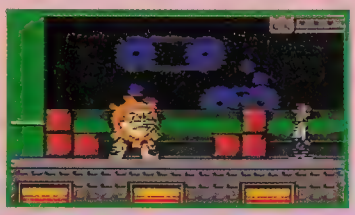
It's no surprise that video games go through lots of changes before they end up on store shelves. *The Jetsons: Cogswell's Caper* was no exception. In this case, the designers' hard work had to be approved not only by the Head Honchos at Nintendo, but also by Hanna-Barbera, the creators of the Jetsons cartoons. Here are some things that didn't make the final cut.



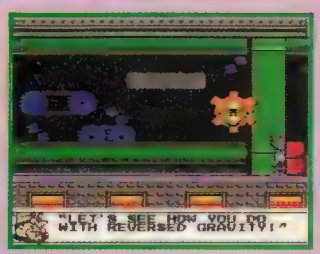
In an early version, Fred Flintstone made a brief appearance in the Botanical Garden.



No sign of prehistoric man in the final game.



Often programmers aren't satisfied with certain characters — for example, a boss may be changed to make the game easier or more difficult. Here's a boss in the original *Jetsons*...



... and the final version of the little cog that could.

GP

REVIEW

HUDSON SOFT
NES

Adventure Island 3

Michael Poole

Imagine that you're stranded on a tropical island with a beautiful girl. Suddenly an alien spaceship appears and whisks her away! Toss in some friendly dinosaurs, monsters, and you've got Hudson Soft's *Adventure Island 3*.

As Master Higgins, you've forsaken hapless Princess Leilani *and* Princess Tina for equally unlucky Jeannie Jungle. But as in the other *Adventure Island* games, you collect weapons and power-ups for your mission by searching inside eggs hidden throughout each island — and remember that some of the most valuable items are inside *invisible* eggs. To uncover the concealed eggs, toss your axe or boomerang, then listen for a "thunk" or watch to see if your weapon disappears. One-ups and other bonuses are hidden in rocks that can be broken only with your boomerang or dinosaur's firepower.

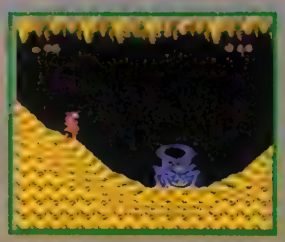
The dinosaurs are new to *Adventure Island 3*; there are five types that help you in different parts of the action. For example, "Magma" Camptosaurus, the red dinosaur, can walk on the lava in level 1-2. And you need strong swimmer "Classie" Elasmosaurus for the underwater levels. Save as many dinosaurs as possible — you can't beat some opponents without their special abilities.

Fruits, vegetables, and meats give you energy. Be sure to grab them at every chance.

Eggs contain weapons, dinosaurs, and one-ups — but be careful! Some eggs have unpleasant surprises!

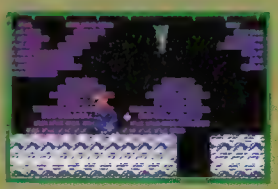
This level 1-1 rock has a one-up inside, but you need more than an axe to uncover it.

Stay alert for hidden entrances that lead to bonuses, weapons, and warps.



This boss is the first of many you encounter in your race to rescue Jeannie Jungle.

Since you have unlimited continues, a good basic strategy (although it's a little boring) is to stay on Level 1 for several games, stockpiling weapons and dinosaurs for the more difficult levels ahead. Once you have a dinosaur or boomerang, you can also open rocks in early levels, giving you one-ups you couldn't get the first time through.



Be careful as you select your dinosaur for each level. Campy, the blue dinosaur, is good on ice.

The graphics in *Adventure Island 3* are quite good, with rich colors and bright backgrounds. There's not much variety in the *look* of the eight different islands, but each has different challenges for you. Fans of "boy saves girl" games will find this one a treat.

GP

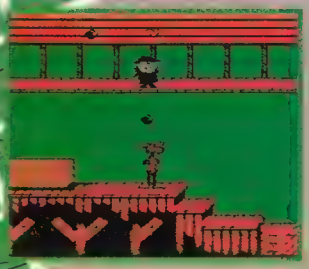
Hudson Soft; 400 Oyster Point Blvd.; Suite 515; South San Francisco, CA 94080

REVIEW

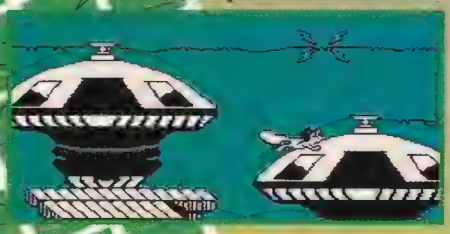
THQ
NES

The Adventures of Rocky and Bullwinkle and Friends

Chris Slate



In this level, Boris drops bombs on our heroes from above. Some of his explosions daze you, making it difficult to control your character.



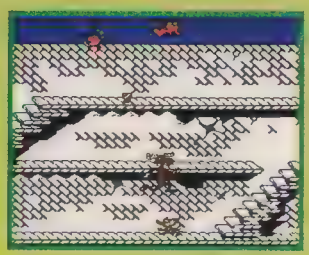
Use Rocky to fly through this level. He can glide to faraway platforms that Bullwinkle just can't reach.

Both Bullwinkle and Rocky can throw bombs. The longer you hold the bomb, the closer it gets to detonating. So if you wanted to hit something near by, for example, hold the bomb for a few seconds before releasing it.

Get set for adventure with everyone's favorite moose and squirrel, Rocky and Bullwinkle! As we join our heroes, Bullwinkle has just received a telegram informing him that his great-great-grandfather has named him the heir to the Moosechester Estate!

To claim his inheritance, Bullwinkle must make his way to England — a task that soon proves to be more difficult than one might think. It seems that the dastardly Boris Badenov and the icy Natasha Fatale plan to steal the fortune. They'll do whatever it takes to get there first, even if it means getting rid of Rocky and Bullwinkle ... forever.

You can switch between Moose and Squirrel at any time, and each character has unique abilities needed in certain situations. For instance, Rocky can fly over obstacles, while Bullwinkle charges through them. You must also constantly pick up special items such as keys to advance to later levels.



The mice can be a big problem in this level. Don't bother fighting them — just jump over them and continue on your way.

While fans of the TV show will undoubtedly get a kick out of controlling these classic characters, the game might not interest others. Much better action games of this type are available. However, nice touches such as the original "Rocky and Bullwinkle" theme spice up a blatantly average NES cart.

GP

Remember to collect any items you find lying around. You almost always need a key to exit a level, and you can use Moose Juice to restore your energy.

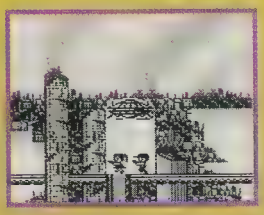
THQ; 5000 Parkway Calabasas; #107; Calabasas, CA 91302

REVIEW

TAITO
GAME BOY

Taito; 390 Holbrook Drive; Wheeling, Il 60090

The Adventures of Star Saver



When his sister is abducted by invading aliens, Kevin must save her — and planet Earth.

Jonathan Gagnon

Kevin and his sister, Connie, were taking a stroll when a mysterious alien force abducted them from Earth. It turns out that the invaders want Kevin to help them attack his home planet. When Kevin refuses, he's ejected from the ship — but Connie's still held prisoner.

This power box gives Kevin a Tom Wolf suit if he needs it. Avoid the steam, and be sure to jump over the dog.

Kevin is found floating through space by a robot named Tom Wolf. The robot agrees to help Kevin sneak into the aliens' headquarters and rescue Connie. Their plan: to disguise Kevin as Tom Wolf, then have him destroy the ship's command center.

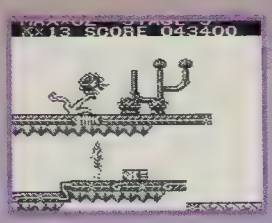
In *Star Saver*, you must guide Kevin through nine bonus-laiden, boss-trapped levels. It takes only two hits to strip you of your spacesuit, which leaves you *very* vulnerable to your surroundings. Your best strategy is to advance slowly and collect every power item. Without them, you don't stand a chance against the bosses. Hidden paths located throughout the game can be found by jumping three times while shooting.

The fast action and solid strategy in *Star Saver* combine for an enjoyable game that's not easily put down.

GP

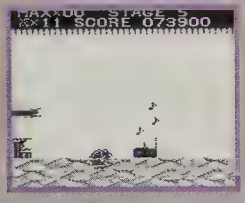
In your fight with the second-level boss, shoot him when his eyes are open. Run under him when he jumps in the air.

Avoid the alien fish this boss spits, wait until the boss rises above the water, then gun him down.



These plants aren't for decoration — they grab you, giving an enemy a chance to attack. Struggle until you escape the plants' grasp.

The third boss is a gigantic space spider. Wait until he comes to the ground, then jump his blade and shoot him while you're jumping.



Watch out where you step — some stages have booby-traps, such as this quicksand. Wiggle until you're back on terra firma.

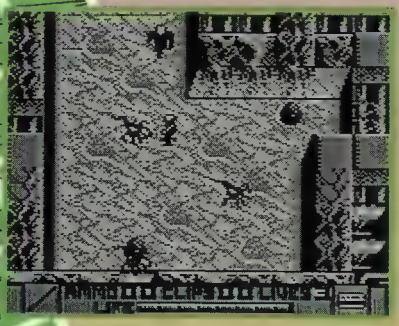
REVIEW

LJN
GAME BOY

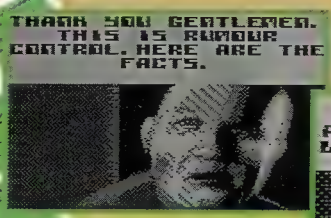
LJN; 1 Spring Street; Oyster Bay, NY 11771

Alien³

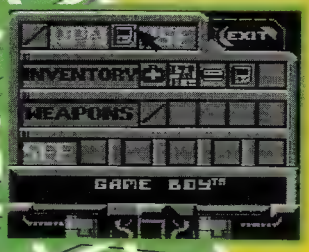
Jeff Lundrigan



You find the nest pretty quickly. Don't get near the eggs — their touch is almost instantly fatal, and they can be destroyed only with a flamethrower (good luck finding *that*).



The action breaks away to storyboard screens. These plot-advancers are usually bad news — the aliens have gotten bigger and meaner, or someone has died.



There are lots of strange items on Fury 161. Of course, some are stranger than others.

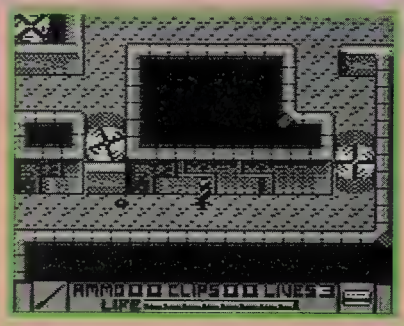
You probably know the story: Lt. Ripley, the last survivor of the *Sulaco* spaceship, has crashed on prison planet Fiorina 161, nicknamed "Fury." She's not alone. There's an alien with her, too.

*Alien*³ is an action-adventure fairly closely based on the 1992 movie. As Ripley, you wander the corridors of Fury 161, avoiding aliens while searching for various items that allow you to eliminate the alien threat once and for all. Every so often your progress is delayed by digitized graphic screens that advance the story — these screens don't look

As you explore, you pick up better weapons, recover the remains of the robot Bishop, crawl through the increasingly dangerous ventilation shafts of Fury 161, and face ever bigger and more vicious aliens. Your mission starts with feisty little face-huggers, but you eventually must confront the huge alien queen.

The Game Boy *Alien*³ isn't a *great* game, but it's easily the most playable of the versions available — not the most colorful, not the biggest, but it has a fast-moving plot, and if you can stay out of harm's way, you'll have a good time.

GP



The ventilation shafts link the station's levels, and each chamber is a big maze. The paths are blocked by deadly fan blades, and you must find switches to turn them off.

Aliens, aliens everywhere. Fortunately, they aren't too observant, and you can slip by — for a while, at least — if you're fast.

REVIEW

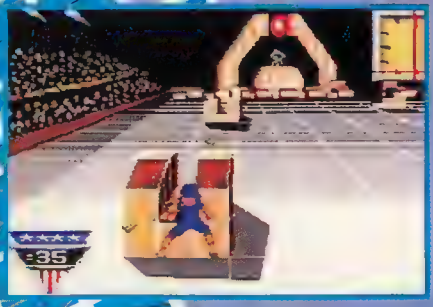
GAMETEK
SUPER NES

American Gladiators

Patrick McGee

In the joust, push right continuously and keep swinging at your opponent's midsection.

You'll get the highest scores in the Atlasphere if you move in a diamond-shaped pattern.



Use the barriers to protect yourself in the assault.

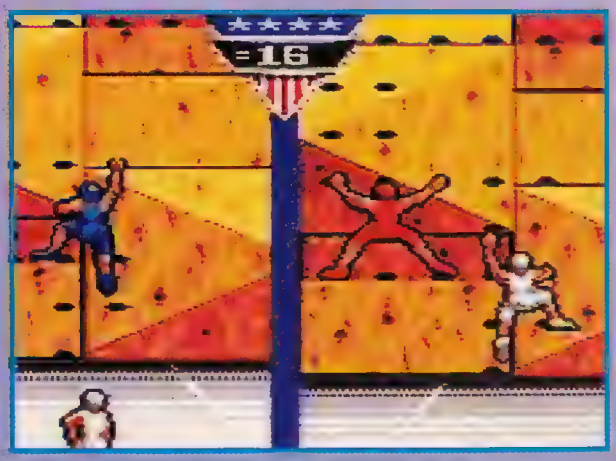
They're big, they're bad, they're bulging with muscles, and they're headed for your living room. The athletes from syndicated TV's *American Gladiators* have made it to Super Nintendo.

Be sure to tell your friends because you can have a total of eight guys and eight girls play in an elimination-style tournament — although only two players can compete at a time, and each pair must complete all seven events before the next duo begins. You can also go one-on-one with the computer, and here's a nice feature of *American Gladiators*: the computer isn't perfect! Even newcomers to the game can emerge as victors.

American Gladiators is a very physical TV show. The problem is that it doesn't translate very well. By trying to do the exact same events as the TV show — the assault, the human cannonball, the Atlasphere, the joust, powerball, the wall, and the Eliminator—the SNES game becomes too difficult. The game's play control just can't match the action. But *American Gladiators* is still fun to play, and you can compete without turning black and blue.

GP

The gladiator really gets a "kick" out of a well-timed tuck.



The gladiators climb fast, so don't waste even a second of your head start when scaling the wall.

GameTek; 2999 N.E. 191st Street; Suite 800; North Miami Beach, FL 33180

REVIEW

JALECO
NES

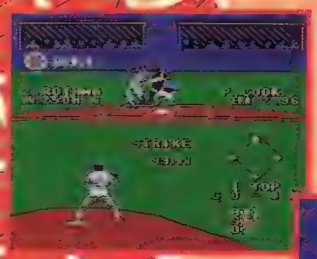
Bases Loaded 4

Erik Lundrigan

Batter up for the fourth in Jaleco's *Bases Loaded* series. If you're a baseball fan looking for a quick nine innings, check this one out. But if you demand more than a pitch-hit, pitch-hit baseball game, *Bases Loaded 4* is low and outside.

Batting order is important, so be sure you've got a slugger in the clean-up spot.

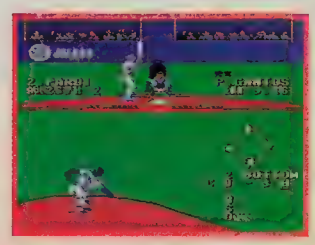
Wait until you're right under the ball before trying to snag it. If you jump too early, you're a candidate for bloopers footage.



You won't hit anything but air if you crowd the plate.

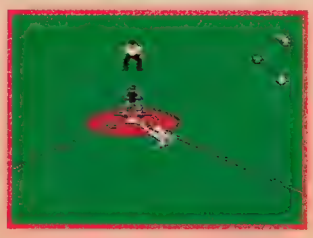
Once you've painstakingly mastered batting, smack one over the wall and watch the crowd do the wave.

It's easy to get frustrated when first starting out because swinging the ol' Louisville slugger for a base hit takes quite a bit of practice. But pitching can be one of the most exciting parts of the game — although you must go to the bullpen quite often since your pitchers tire quickly. The side-arm pitchers scattered throughout the league have unique windups and deliveries that are a lot fun to watch.



A side-armer can deliver some of the most accurate pitches of anyone on the mound, but be careful not to overuse him — he tires faster than other pitchers.

Choose either a single exhibition game or a full season before you get started, and use the password feature if you want to follow your boys through the entire season. Jaleco has thoughtfully included a "slaughter" feature so you don't have to endure the agony of getting creamed by the competition. If you're getting skunked by nine runs at the end of any inning, you automatically forfeit.



You'll never make it at the plate if your throw comes from the outfield — but then again, neither will the other team.

Bases Loaded 4 is a solid game if you enjoy baseball at its purest. If, however, you need something extra, you might be happier with a simulation that offers a few more bells and whistles.

Choose your favorite team by stats, uniform color, or location.

GP

Jaleco; 685 Chaddick Drive; Wheeling, IL 60090

REVIEW

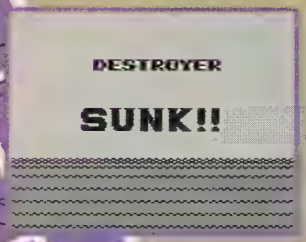
MINDSCAPE
GAME BOY

Mindscape; 60 Leveroni Court; Novato, CA 94949

Battleship

Jeff Lundrigan

This is about as visually exciting as the game gets — hit...

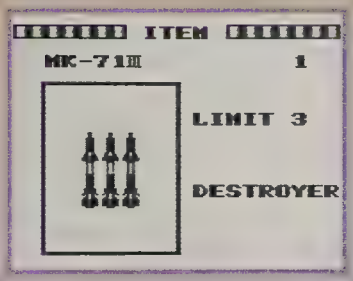


...and sunk!

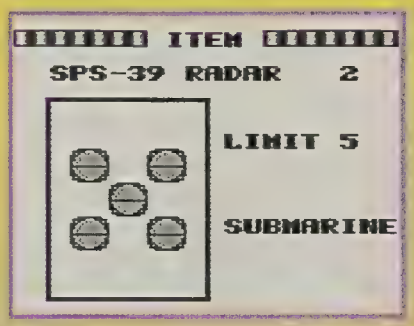
"You sunk my battleship!" — the anguished cry that has haunted a generation can be heard once again, courtesy of Mindscape and your Game Boy.

Battleship comes with a few extras not found in the popular board game. For example, certain ships in your fleet carry multi-warhead missiles — instead of trading single shots like you're used to, you can fire off two, three, or even five shots at a time. The catch is that a destroyed ship can't fire its missiles, so use 'em or lose 'em.

In the Game Boy *Battleship*, you've got an eight-by-eight playing board (down from ten-by-ten in the board game) and only four ships (down from five in the original). But if you try the two-player game, you're basically playing the same game you're used to.



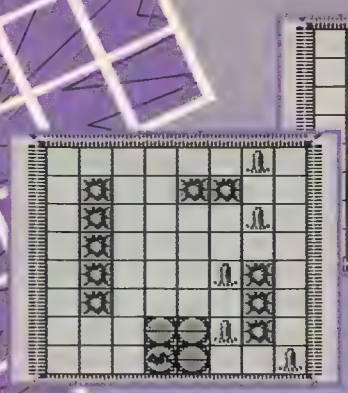
You forfeit your missiles if your ship is sunk, so use them or lose them.

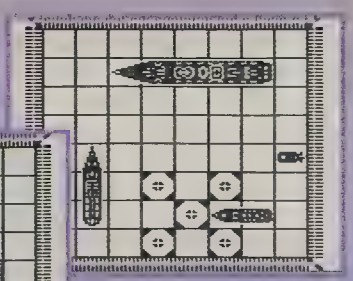


In later stages you're rewarded with additional weapons, such as a pair of these super radar scopes.

The one-player game, on the other hand, is the pits. You get passwords after winning each game round, and if you get to the advanced rounds, you're given additional missiles as well as an extra ship. The trouble is that you'll never arrive at those rounds because your computer opponent gets twice as many multi-shot missiles as you do. And since *Battleship* is a trial-and-error sort of game — especially on a smaller grid — unless you're very lucky, you just can't win against an enemy with twice as many shots as you have. What's the point of even playing?

GP





Get used to enemy radar and fire control grids hovering over your fleet. The enemy gets a lot more missiles than you do.

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REVIEW

FCI
NES

FCI; 150 East 52nd Street; New York, NY 10022

Break Time: The National Pool Tournament

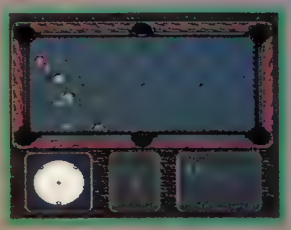
Chris Slate

Rack 'em up! It's time to play FCI's *Break Time*, the latest billiards game for the NES. You travel from coast to coast competing against the nation's top players in this realistic pool game.

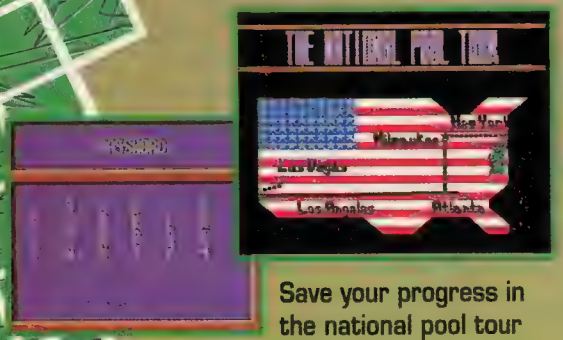
Break Time offers many different ways to play. There are individual nine-ball, rotation, eight-ball, and 14-1 rack games, or use a practice mode in which you can hone your skills. In the tournament mode, you take on top players from across the nation. To reach the final tournament, you must beat some pretty wild characters — each with his or her own tournament plans. You can also play against a friend to decide the local billiards champ.

Break Time's only drawback is that it's extremely hard to line up bank shots. Other pool games use different kinds of "targeting" systems to help you to set up difficult shots. However, since there's no such targeting system when you play in real life, this can't be called a *fault* in *Break Time* — it's just something that would have been nice to have.

GP



A good break is important. If your break is too soft or from the wrong angle, you'll leave too many of the balls clumped up together, which can create problems the entire game.



Save your progress in the national pool tour with *Break Time's* password feature. Instead of replaying people you've already beaten, you go directly to the last city you visited.

It's important to put just the right touch of "English" on the ball. For instance, if you need to hit the ball only a hair to the right, try hitting the cue ball just slightly to the right of center.

You and your opponent both have a "shoot off" which decides who gets to break. The object of the shoot off is to bank your ball off the far end of the table, then have it roll as close as possible to your side of the table. Whoever's closest wins.

You play against some unique characters in the pool tour. Suzie Cue, for example, is your first opponent. Whenever she takes a shot, she closes her eyes and pleads, "Please go in!".

DTMC
SUPER NES

DTMC; 370 Convention Way; Suite 202; Redwood City, CA 94063

California Games II

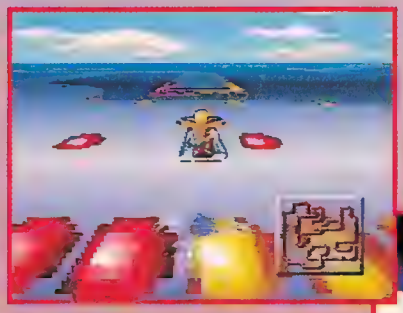
Patrick McGee

Surf's up, dude! *California Games II* has all the bathing suits, beach bums, and gnarly events you need to capture deep summer any time. Hot-dogging during the hang-gliding, jet-surfing, snow-boarding, body-boarding, and skate-boarding events earns extra points, but it's more important not to wipe out in front of Zak, the judge. Don't forget the clock, either — every event is timed.

Each event is a mission as well as a sport. While hang-gliding, for example, you've got to concentrate on performing stunts, but also try to bomb targets with water balloons and drop food for dolphins. In the jet-surfing event, you need a good fast time on the course, but you garner extra points for stunt work or picking trash out of the water.

California Games II has a variety of interesting events, but executing them — and the various stunts associated with each — can be difficult. Play control is OK, but you don't have much reaction time to avoid obstacles. And even with a two-player option and three skill levels, it doesn't take long for the action to get monotonous. For the most part, *California Games* is a wipe-out.

GP

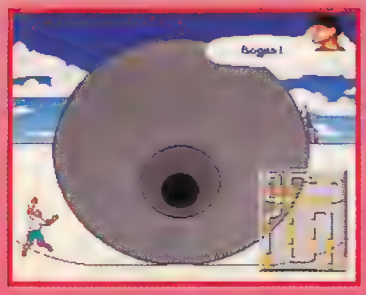


Press both L and R buttons while jumping off a ramp to execute a high-scoring 360-degree turn in the jet-surfing event.

You get more lead time in avoiding obstacles if you keep your snow-board toward the top of the screen.

Zak grades you down if you repeat the same stunt more than three times in a row.

When you're hang-gliding, check out the ripples in the water — they indicate the updrafts.



You won't be skate-boarding for long if you don't watch out for walls inside the drainage pipes.

VIRGIN GAMES
NES

Caesar's Palace

Lance Elko

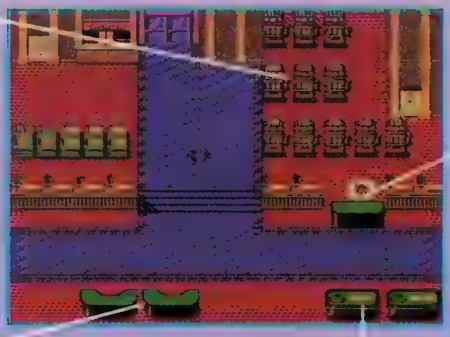
Las Vegas, here we come! And courtesy of Virgin Games' latest title, you're in Caesar's Palace, one of the strip's most famous casinos. The object, of course, is simple: win money — *a lot* of money.

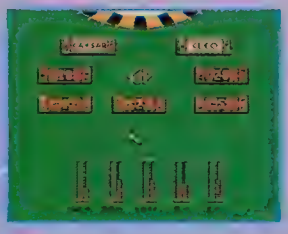
There's nothing to shoot, no fast action, and very little animation in *Caesar's Palace*. Instead, you take your $1,000 in chips and stroll around the multi-screen casino floor to any of the four games — slot machines (including video poker), roulette, blackjack, and wheel of fortune.

As in all Vegas casinos, slot machines are grouped together by dollar amounts; there are banks of machines for $1, $5, $10, $50, and $100 per play. And just like the real thing, there's no skill involved — drop your coin in the machine, pull the lever, and take your chances. Roulette and blackjack are played in standard fashion, certainly offering more strategy and challenge than the slots, and there are several tables at which you can play. The wheel of fortune is a scaled-down version of roulette, but identical in concept and play.

If a real trip to Las Vegas is out of the question, *Caesar's Palace* fits the bill. The game doesn't, unfortunately, distinguish itself from most other casino video games. It has a plain-vanilla graphic design and isn't particularly exciting or inviting — although, to its credit, it's very intuitive. Most players won't need to bother with the manual. Virgin's designers did their job in creating a functional casino game, but it's clear that they decided to forego the embellishments and extras that could have lifted this game above middle ground.

It's easy to get hooked on the one-armed bandits.

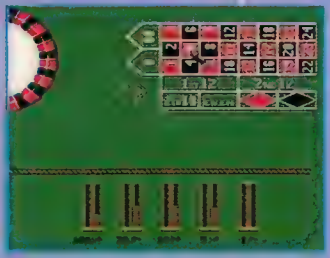




The wheel of fortune is a scaled-down version of roulette.

GP

Don't rush when playing blackjack — figure out your odds before making a call.



Roulette gives you the most gambling options.

AVERAGE 5

Virgin Games; 18961 Fitch Avenue; Irvine, CA 92677

REVIEW

SUPER NES
DATA EAST

Data East; 1850 Little Orchard Street; San Jose, CA 95125

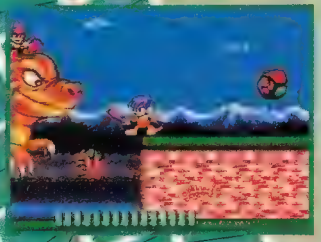
Congo's Caper

Patrick McGee

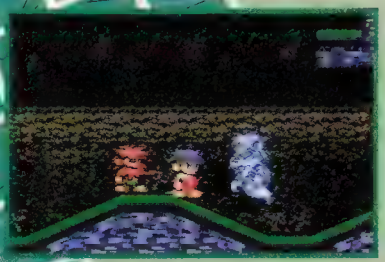
It's prehistoric and pretty hysteric — it's *Congo's Caper*. As the title character, a club-carrying caveman, you enter an adventure that bears more than a passing resemblance to Mario Land. You may collect gems instead of coins, but the sound effects are awfully familiar. And you begin the game as a full-sized caveman, but when you're hit, you turn into a monkey.

Find the friendly brown pterodactyl for a lift to bonus worlds.

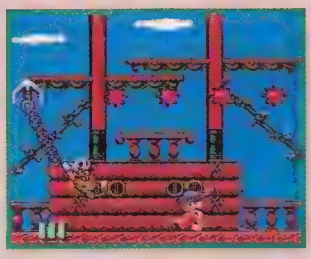
But this isn't a *Mario* rip-off. There are some very creative touches in the different worlds Congo visits. In one stage, for example, a giant dinosaur comes stomping across the screen, and your entire task for the entire stage is simply to stay out of his way. In another level, you go for a swim and must avoid lightning bolts and water mines. There's even a stage in which you must avoid tumbling cavemen while jumping across land slowly sinking into lava.



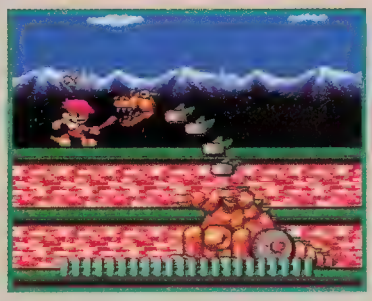
To defeat this giant dinosaur, stand near the edge and slam the cavemen back into him.



Don't kill off any cavemen in Ghostland. They'll come back to haunt you — literally.



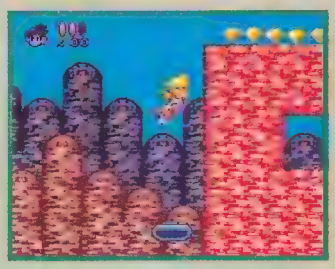
Collect three red gems to earn super jumping power.



To defeat the water-world boss, stay in the center of the bottom level and hit him as he swings by.

Other nice features include a two-player option, and you can define your controller independently for each gamer. There's also a password feature, different paths through the first two stages, and bonus warps to uncover.

So while it may seem like familiar stuff, *Congo's Caper* is still loads of fun! It has good graphics, great play control, and an entertaining theme. If you're into pounding prehistoric pachyderms, try performing as a positively playful pal named Congo.



To defeat the mechanical dinosaur, stay on the upper level and swing for its head as it bends over.

GP

AMERICAN TECHNOS
NES

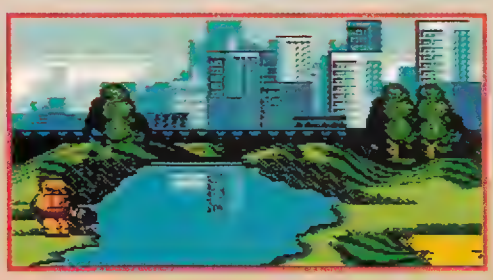
Crash 'N the Boys: Street Challenge

Patrick McGee

What do you get when you cross track-and-field with street fighting? You get *Crash 'N the Boys: Street Challenge*, a kind of Olympic competition with a nasty twist.

You compete in a variety of different sports ranging from 400-meter hurdles and the hammer throw to swimming and pole-vaulting. There's one aspect to these sports that's unique, however — good sportsmanship is *out*!

For example, your goal in the swimming competition isn't to swim the fastest, but rather to see if you can drown your opponent before he sends you down for the third time. And when running hurdles, you can jump over them, crash through them, or throw them at your competitor. In the hammer throw, you play a hole of golf (!), and in the pole vault, you travel from roof to roof in a city.



Avoid the water and sand traps in the hammer-throw competition.

Before each event you can go shopping for items to help you beat your rivals. Head for the Sporting Goods store — it stocks some specialty items for each event that can really put the odds in your favor.

The player with the highest defense rating should enter the fight sequence.

The biggest disadvantage in *Street Challenge* is that you can participate only in four-player contests, and the computer plays any team not selected. So if you're playing solo, the computer plays all three remaining teams. This means that unless you're a pro right off the bat, you're going to end up watching the computer play itself in some of the events.

Crash 'N the Boys: Street Challenge has OK graphics, but poor player control. Not only are the controller commands unusual — running, for example, requires a continuous double tap left on the controller instead of simply pressing left on the directional pad — but they change from event to event.

Buying sneakers, armor, and knuckles from the Item Shop increases your speed, defense, and attack power.

You can check out all the events with the practice mode.

Before you go pole-vaulting around the rooftops, buy Reverse ability — it's a must.

GP

BELOW AVERAGE 4

American Technos; 19200 Stevens Creek Blvd.; Suite 120; Cupertino, CA 95014

TAKARA
SUPER NES

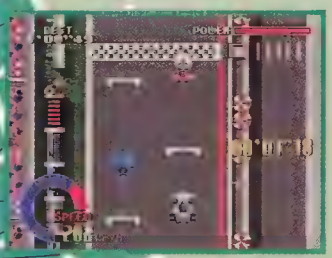
Cyber Spin

Billy R. Moon

It's really hard to design a racing game without treading on the same ground a thousand other designers covered before you. The only Super NES games in recent memory genuinely to *improve* the genre without changing it entirely are *F-Zero* and *Super Mario Kart*. The fast-paced action, great graphics, and use of hardware trickery in these games set standards that are tough to beat.

And although it would be nice to follow that statement with a resounding "Until now!", *Cyber Spin* spins out against the competition. Basically, there's just not enough to lift the game out of the average rating. The graphics, although acceptable, aren't particularly exciting, and the sound track doesn't use the SNES's music capability (it's also repetitious to the point of annoyance).

You must meet the qualifying time in only a single lap, so hold the turbo down as much as possible once the clock starts ticking.

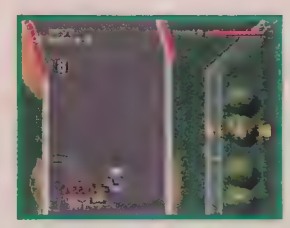


Once the race has begun, be much more conservative with the turbo. The best place to use it is when zipping by the other cars right at the beginning.

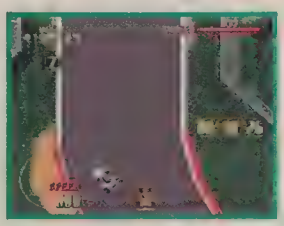
There's nothing to distinguish *Cyber Spin's* game play, either. The only thing you can do here that you can't in a dozen others is "slide" to the left or the right when you hit the brakes. It's a cool move, but it's also hard to get used to. The overhead perspective is helpful when passing or bumping into other cars, but you don't get any sense of actually piloting your car without a behind-the-wheel view.

Cyber Spin does get points, however, for its challenging difficulty level. Even good drivers might have trouble qualifying for the first round. Unfortunately, since your fellow competitors are "super drivers" who almost never spin out or make pit stops, *Cyber Spin* is sometimes annoyingly hard.

GP



Do all of your passing in the straight stretches...



...because trying to pass in a turn usually allows the other car to bump into you, causing a time-consuming spin out.

If you're forced to make a pit stop, you can waste a lot of valuable time. Intelligent use of the turbo should allow you to make it through the race without stopping.

Takara; 230 5th Avenue; Suite 1201-6; New York, NY 10001

Darkwing Duck

review

GAME BOY
CAPCOM

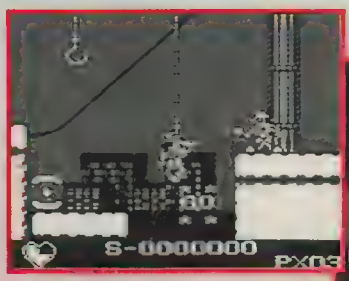
Capcom; 3303 Scott Blvd.; Santa Clara, CA 95054

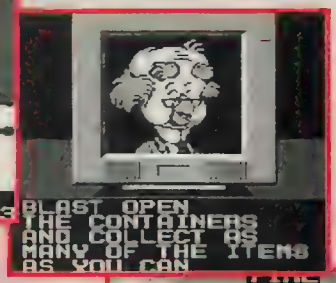
Jonathan Gagnon

Liquidator, Quackerjack, and Wolf Duck are definitely not characters you'd like to meet in a dark alley — they're all members of the nefarious underworld organization known as F.O.W.L. Most of the most notorious crimes ever to take place in the peaceful city of St. Canard are the work of F.O.W.L., but luckily S.U.S.H. is usually on the spot. There's one S.U.S.H. agent the members of F.O.W.L. fear more than any other — the masked hero known as Darkwing Duck.

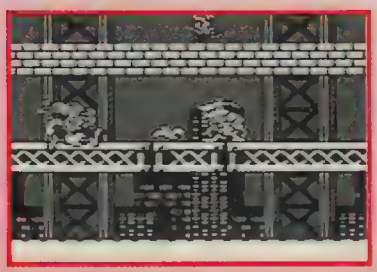
You're the mysterious Darkwing Duck.

Launchpad not only takes you to the scene of the crime, but he tells you who's behind it as well.



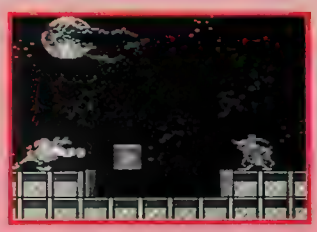


The hidden "Go" is nearby — just shoot around until you've uncovered it. Touch it to enter a bonus stage.



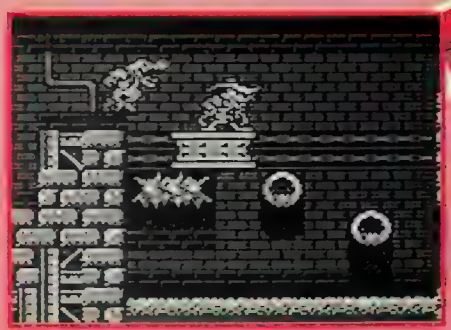
Quackerjack should be called "Scaredy Cat" — he's afraid to stay on the same level as you! Fake him out by dropping to his level, then hop up to the next level and quickly shoot.

Wolf Duck goes crazy when the moon comes out. Jump over his shots while wailing on him.



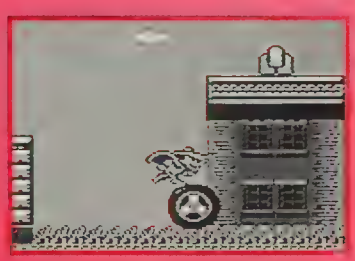
Like its NES counterpart, the Game Boy version of *Darkwing Duck* really pushes the envelope of graphic capability and game play. As the mighty Webbed One, you must explore the streets of St. Canard, capturing bad guys with a spray of knockout gas. In turn, the enemy agents lead you to the masterminds of crime.

There are plenty of Darkwing icons and first-aid kits to make your quest easier, and your sidekick Launchpad occasionally pops up, as do other allies such as Gosalyn and J. Gander Hooter. If you're ready to foil malfeasance, don't be a goose — grab *Darkwing Duck*.



A platform comes in handy when you've got to trek through the sewer.

GP



Use the tire to cross the spikes safely.

GRAPHICS	8
SOUND FX	7
MUSIC	6
BELLS & WHISTLES	8
CONTROL	7
REPLAY VALUE	8

OVERALL **8**

REVIEW

KANEKO
SUPER NES

Kaneko; 1370 Busch Parkway; Buffalo Grove, IL 60089

Deadly Moves

Billy R. Moon

Game Players' Law of Cloning: All great games produce legions of less-than-great offspring.

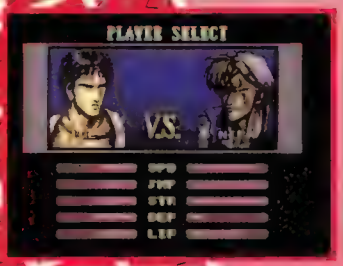
It's a simple equation, but very true. After all, why should a game company waste time and money to create an original, untried concept when it could capitalize on another company's ideas and produce an imitation? Once *Street Fighter II* proved a mega-hit, it was inevitable that we'd see more games with the same formula.

When evaluating any kind of clone, you must ask two basic questions. First of all, is it a good game on its own? In the case of *Deadly Moves*, the answer is yes. The one-player mode is somewhat boring after you've mastered the "special" moves, but trying the various combinations of characters in the two-player mode keeps it fun. The graphics are very good and the animation is generally smooth, including independent background motion. The sometimes annoyingly repetitious soundtrack is probably the only real technical weakness.

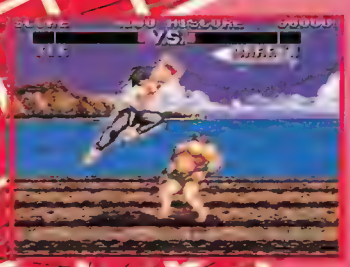
Secondly, how does the clone compare to the original? To put it bluntly, *Deadly Moves* is no *Street Fighter II*. In the one-player mode, you take on each of your enemies (with the exception of the final boss) in any order, an attempt to add some strategy to the basic combat concept. Once you've mastered the moves, however, the order doesn't seem to make much difference. The sense of increasing challenge just isn't there. The two-player game is way cooler, but it still isn't up to *Street Fighter* quality.

Overall, *Deadly Moves* is a solid game, but there's nothing original enough here to separate it from the tons of other *Street Fighter* look-alikes.

GP



When planning attack strategies, pay close attention to each character's attributes.



Easy opponents, such as Warren, can be taken out simply by waiting for them to use their power moves, then countering with a well-timed kick or power-jump.

Buoh's biggest power move is his ability to disappear, then reappear at the other side of the screen. Luckily, your power-jump gets you there almost as quickly.

To defeat Gaoluon easily, learn to determine when he's about to throw his blades, jump just in time to avoid them, then get in his face. He's pretty much defenseless while the blades are still out.

If an opponent manages to get past your other defenses, remember that a simple block saves you from an otherwise devastating blow.

Dream Probe

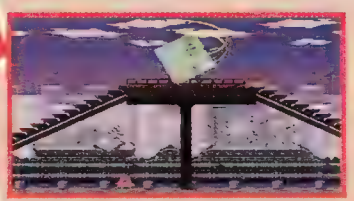
Review

SUPER NES
RENOVATION

Renovation; 4655 Old Ironsides Drive; Suite 265; Santa Clara, CA 95054

Jonathan Gagnon

The challenge of a school science fair comes to life in Renovation's new game, *Dream Probe*. The heroine is Surreal, a student in Japan who won her high-school science fair with a miraculous invention — the Dream Probe. With this instrument, Surreal can hook up people so their dreams can be viewed on a monitor.

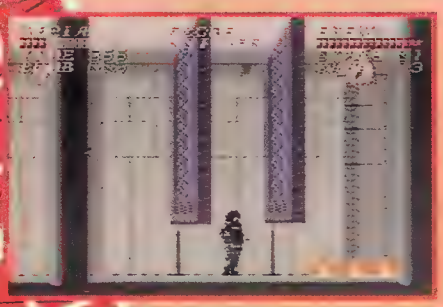


Once you have the shield, jump down to clear out the aliens.

When Surreal brings her invention to an international contest in the U.S., something goes wrong during a demonstration. Surreal's friends, Ron and Maria, try to wake up the girl, but instead, they're pulled into her dream!

Dream Probe is a great eight-meg game that scrolls both horizontally and vertically. It also has more than 17 songs on its soundtrack. You can play as either Ron or Maria, searching six levels for the missing Surreal, who has left a trail of protein pellets for you to follow. Grab the pellets to power-up your weapon, earn dream bombs, or restore your hit points. Unlimited continues also help keep down the nightmarish aspects of Surreal's dream.

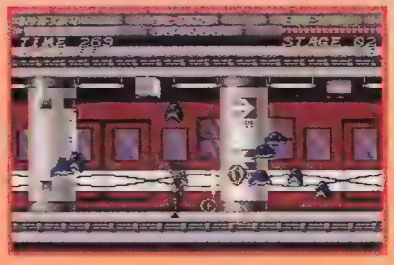
GP



Watch out for walls that suddenly crash to the ground. Wait patiently for them to rise again before advancing.

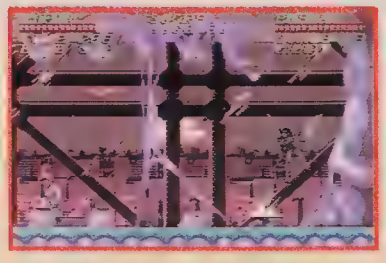
This transparent boss tries to spear you with his tentacles. When he strikes, dodge, then move in close to hit him rapidly.

Mission 1 — Accomplished!



This subway is a perfect breeding ground for alien scum.

This boss tries to fry you.



Stay in this corner and enemies walk into your weapon.

Aim at this mammoth moth's antennas — but make sure it has shot its lasers before you get too close.

This bug uses fire to kill you. When you see the fire coming, move away, then attack.

GRAPHICS	8
SOUND FX	6
MUSIC	6
BELLS & WHISTLES	7
CONTROL	7
REPLAY VALUE	6

OVERALL **7**

REVIEW

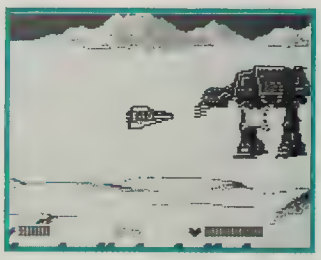
CAPCOM
GAME BOY

The Empire Strikes Back

Jonathan Gagnon

It's best to covertly shoot the wampas while they're standing — if they spot you, they roll up and head your way.

Despite the destruction of the Death Star, the power of the Dark Side still looms over the Rebellion forces. The Imperial troops seem more determined than ever to wipe out the rebels — especially you, Luke Skywalker.

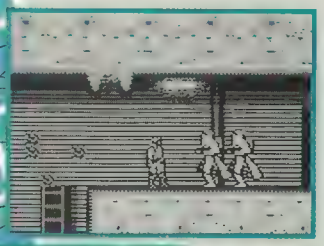


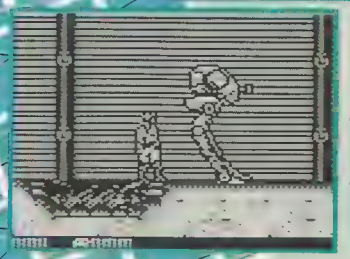
Take down the Walkers with your snowspeeder before they reach the power station.

When Darth Vader captures your friends, you must travel the boundaries of the galaxy, riding on tauntauns, snowspeeders, Walkers, and X-wing fighters. But before you can rescue your friends, you must train with Yoda the learn the power of the Force. Naturally, you also battle wampas, Imperial Walkers, and cloud cars before your final confrontation with Lord Vader — a duel to the death with light sabers.

The Empire Strikes Back really complements the 1980 movie. It's true to the characters, and the graphics are terrific. In fact, the only problem here is that you'll crave a *Return of the Jedi* game immediately!

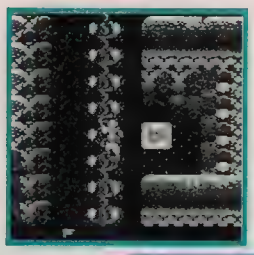
GP

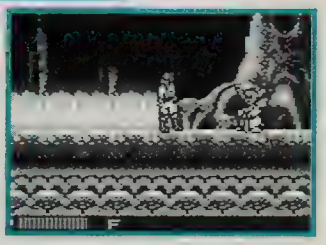




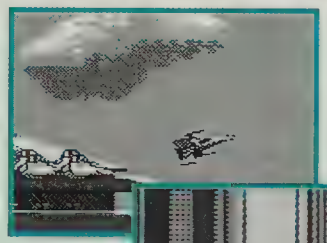
Storm troopers do everything they can to prevent you from reaching Princess Leia.

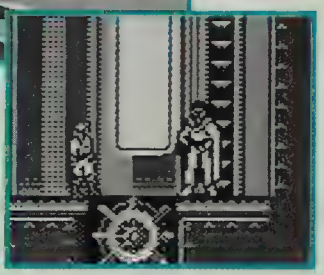
Follow Obi-Wan's advice and seek Yoda, the Jedi master.





While searching the swamps of Dagobah, watch for hidden icons like this heart — they're crucial to your survival.





Pilot your X-wing fighter to Bespin and enter Cloud City by destroying all the cloud cars and TIE fighters.

Capcom; 3303 Scott Boulevard; Santa Clara, CA 95054

BULLET PROOF SUPER NES

FaceBall 2000

Stephen Poole

Track down a human opponent in the two-player game.

"Shootme's" are easy targets — they don't move or fire back.

Grab a speed-up to put some distance between you and those nasty Smiloids.

Don't let a Gremlin get you in his sights! He tracks you until one of you takes a hit.

It's revenge of the Happy Faces! In *FaceBall 2000*, you play a futuristic version of tag that's set in a maze inhabited by the "Smiloids." These Happy Faces look cute enough, and they'll even tell you to "Have a nice day!"—*after* they've robbed you of a life!

In the Arena mode, one or two players can take on each other, or compete as a team taking on the Smiloids. All you must do in the Arena is choose a maze, select the number and kinds of Smiloids (if any) to patrol the maze, then tag your opponent ten times. (If you're playing as teammates, you've got to tag ten Smiloids.)

In the Cyberzone mode, you can play solo or with a teammate. The goal is to clear 41 levels guarded by the Smiloids. "Tag" ten enemies with shots and you advance to the next level, where you face smarter, stronger Smiloids in a more complicated maze. Tag a blinking Smiloid and he releases a pod containing power-ups. These power-ups are vital—if you don't increase your firepower, speed, and armor as you move through the levels, you have no chance to win.

At first glance, this SNES version of the popular Game Boy title seemed disappointing. *FaceBall 2000* lacks the four-player capability that made the Game Boy version so exciting. And the split-screen display of the two-player mode means that you see exactly what your opponent sees.

But those aren't design flaws. If there were a four-player adapter for the SNES, for example, the view for each player would be too small. And though it's true that you can glance at your opponent's perspective, it doesn't really give you an advantage—while you're busy peeking at his screen, he's probably tracking you down.

The one-player game is the most fun, with plenty of strategic considerations that combine with the arcade action. Things get really tough once you're past, say, the 11th or 12th level, but it's the sort of challenge that makes you want to come back for more.

FaceBall 2000 is a unique game, with a first-person perspective that puts you right in the middle of the action. It won't blow you away the minute you start playing, but by the time you've gotten the hang of game play, *FaceBall 2000* will have you hooked.

GP

The map feature displays only the outline of the maze unless you've acquired a sensor power-up — then it displays the location of all the Smiloids.

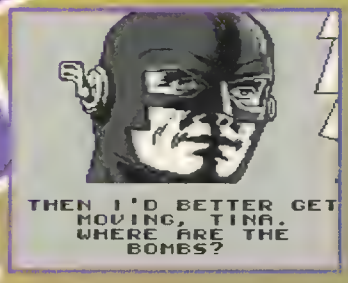
Bullet-Proof Software; 8337 154th Avenue; Redmond, WA 98052

REVIEW

THQ
GAME BOY

The Flash

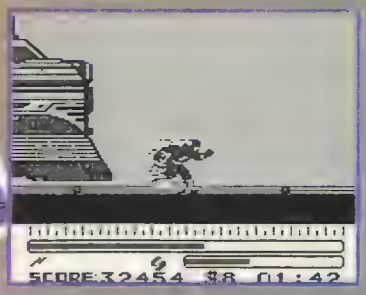
Matthew A. Firme



Barry Allen, also known as The Flash, is ready for action. He can move so quickly that the molecules in his body vibrate through solid objects!

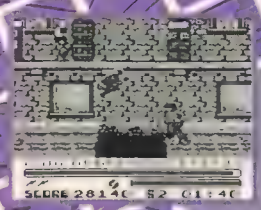
The Trickster has escaped from prison, and he's hopping mad—mad enough to cover Central City with time bombs set to go off in sequence. However, he's not trying to destroy the city. The Trickster's using the bombs as bait because he knows only one man can reach the bombs in time: The Flash.

In THQ's new Game Boy adventure, based on the ill-fated (but terrific!) TV series, you play the Scarlet Speedster as he races across Central City trying to defuse bombs. The Trickster's jester-like thugs wait near each bomb to do you in, and, making matters worse, the Mirror Master and Captain Cold are in league with the Trickster. You'd better be careful—the odds are against you!

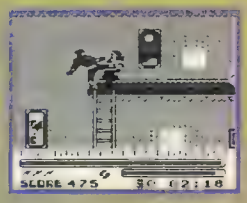


As he searches for another of Trickster's time bombs, The Flash easily runs past a speeding freight train.

It's great to see a game featuring one of most underrated superheroes around. But *The Flash* can be pretty tough to play. The characters aren't as big as they could be, and tracking the tiny enemy bullets can be really tough. You must also be *very* careful when you jump over obstacles. You jump straight up by pressing Up on the directional pad. To jump to the right, then, you must press Up and Right. Heading in the correct direction can be tricky, and you probably won't get very far until you perfect this important skill.



Jumping can be tricky! You won't last long unless you take some time to learn this skill.



The Flash attacks with lightning-fast kicks and punches, leaving the bad guys in a heap. Be sure to collect The Flash icons they leave behind!

On the plus side, the between-level graphics are great. The music from the TV series is a nice touch, and once you get the hang of the awkward jump controls, the game gets better. Of course, there's the Flash, too — how can you *not* like this guy?

GP

In each level, you must race the clock and destroy the Trickster's time bombs before they explode.

If you don't save Central City, the Trickster shows up just to rub it in.

THQ; 5000 North Parkway Calabasas; Suite 107; Calabasas, CA 91302

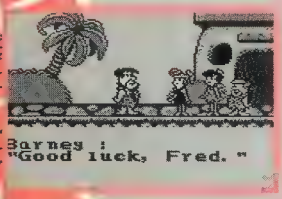
REVIEW

TAITO
GAME BOY

Taito; 390 Holbrook Drive; Wheeling, IL 60090

The Flintstones: King Rock Treasure Island

Vince Matthews

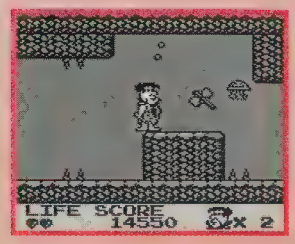


Certain mysteries in life can never be answered — mysteries such as why Fred always orders ribs when he *knows* they'll tip over his car. And why are Barney and Betty the only friends Fred and Wilma have?

It's not surprising that Fred Flintstone has brought his modern Stone Age family to Game Boy after his successful NES debut.

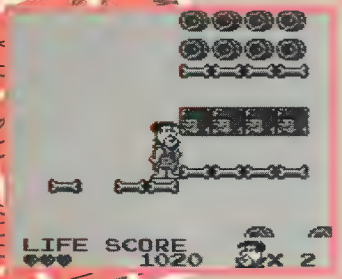
As *King Rock Treasure Island* begins, Fred is hard at work in the rock quarry when he uncovers a treasure map! With his pockets empty and a wedding anniversary right around the corner, Fred decides to surprise Wilma and locate the treasure. Unfortunately, X doesn't *always* mark the spot. Armed with only a mallet, Fred locks horns with everything from sea monsters to evil Dr. Igorstone, all in the name of love — and incredible riches.

Flintstone fans will enjoy both the humor of the game and its visual resemblance to the style of a Hanna-Barbara cartoons. The catchy rendition of the TV cartoon's theme song is also a highlight. Cinematic interludes help break up the action and keep the story rolling, and Barney and Betty make special appearances — Dino even lends a paw in certain situations.



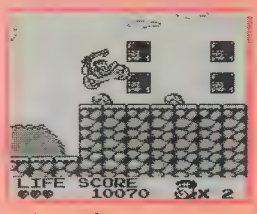
Fred may get a little seasick, but stick with it — Igorstone isn't far.

Desert Rock: Where killer armadillos hatch from cattle skulls.



You get an extra life if you collect enough Gazoo icons.

Tag along with Dino and let his powerful tail inflict some damage on the first boss.



When Fred gets behind the wheel of the Flintmobile, concentrate on grabbing the Gazoo icons and boosting your extra lives.

The only disappointment in *The Flintstones* is its lack of a save-game feature or extra continues. But while it might take several sessions to uncover the King Rock treasure, this isn't a very difficult game. All in all. Taito has given you the opportunity to *play* the cartoon instead of just watching it.

GP

REVIEW

ACCLAIM
GAME BOY

Acclaim; 71 Audrey Avenue, Oyster Bay, NY 11771

George Foreman's KO Boxing

Stephen Poole

Players who've gone a few rounds with *Punch-Out* will know what to expect from this new boxing game from Acclaim. You view the action from behind George, using the directional pad to sway right or left or cover up. Press A to throw a right cross, press B to throw a left, and push up on the directional pad to jab. If you land the right combination of punches, you earn a "superpunch" which you can throw by hitting Select (you must use it during the round in which you earned it, however).

Even though you're playing as George, none of your opponents are pushovers. You'll probably get past Lorenzo "Bullet" Luciano on your second or third try, but after that you'll be surprised at how difficult it is to beat boxers near the bottom of the *George Foreman* heavyweight ladder.

Rapidly tap the A and B buttons to lift yourself off the canvas.

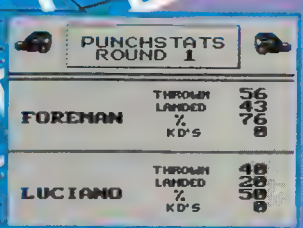
This is a welcome sight, but don't get too cocky — any boxer you knock down starts punching as soon as he struggles to his feet.

This game isn't a simulation: No matter how much you batter an opponent, you can't win by a true knockout, only by a judges' decision or TKO (three knockdowns in one round or four in one fight). There are no training decisions to make (although with Foreman the only decision might be what sort of pizza to order after a workout). And both you and your opponent get back a big chunk of your energy bar after you go down.

You won't get far by simply throwing a ton of quick punches. Defense is more important than offense — especially when it comes to superpunches. If you get hit by a superpunch, you lose nearly half of your total strength meter, so dodging them is just as critical as landing your own.

At 6'4" and weighing close to 260 pounds, former World Heavyweight Champion George Foreman is a *big* fellow. But as long as you're not expecting a true simulation of boxing, *George Foreman's KO Boxing* does a fairly good job of squeezing him onto a Game Boy.

GP



Check the stats between each round to see how much punishment you dished out.

Superpunches are powerful, but you can see them coming a mile away — your opponent takes a couple of steps back before charging you and throwing the punch.

REVIEW

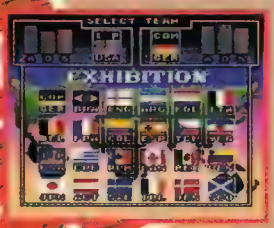
JALECO SUPER NES

Jaleco; 310 Era Drive; Northbrook, IL 60062

Goal!

Paul C. Schuytema

If you're one of those people who think of a round patchwork ball instead of a pigskin when you hear "football," then give *Goal!* a try. A soccer game with a true international feel, *Goal!* lets you choose teams from 24 countries in either exhibition or tournament play.



This exhibition game pits the U.S. against Germany.

The game begins with team selection. Each team is rated as a unit rather than by individual player; there are no stars — instead, each team member looks the same and possesses the same attributes.

After the coin-toss, game play begins on a scrolling field seen from an elevated 3-D angle. The scrolling is smooth and unobtrusive, and since you see only a portion of the field at a given time, Jaleco provides a miniaturized overhead view in the upper corner of the screen.

Use the slide move to steal the ball, but watch out for your computer opponent — he has the slide down pat.

Save! Rush the goal after a kick — sometimes the goalie mishandles the ball.

As the half-time stats prove, a lot of shots doesn't necessarily mean a lot of goals.

True soccer is a game of passing, and *Goal!* is no exception. Individual runs toward the goal are difficult at best, with the opponent almost always stealing the ball away with a slide. The player closest to the action is usually the one you control. You have a choice of several different kicks — from a boomer to a controlled pass — and can slide and head-butt the ball. Like real soccer, *Goal!* is a low-scoring game, and it takes a lot of practice to get more than one goal during the two halves of play.

If you shoot for the corners when you're close in, you can fake out the goalie.

The game is fast and interesting, but the controls aren't very intuitive. Sometimes you feel like you've got to hit all the buttons at once just to get something to happen. Long passes are difficult because you really can't see your teammates, and the overhead view is just too small to judge a pass accurately — especially when an opponent is bearing down for a steal. The game plays very well with two players since you both have the same passing handicap, but in one-player games, the computer opponent can "see" beyond the playing field while you can't.

While not perfect, *Goal!* captures the feel and international flavor of the world's most popular sport.

GP

REVIEW

JALECO
NES

Goal! Two

Patrick McGee

If you're into soccer, give *Goal! Two* a try — it's one soccer game that allows you to use your hands!

Goal! Two gives you a lot of different features, including teams from 24 countries and one- or two-player action. You also have the option of defining your playing-field formation to make adjustments for your strengths and weaknesses. If you play against the computer, it's usually better to choose a heavy defense formation.

Another option is to have either an automatic or manual goalie. Don't trust the computer to do the dirty work for you — you get the best results by choosing a manual goalie and defending the goal yourself.

As with many sports games, you have a corner view for normal play. If you're not accustomed to this perspective, it can be a disadvantage, especially if you're playing against the computer. While you can't see your teammates downfield as you try to pass the ball, your computer opponent has no such handicap and completes perfect passes almost every time.

You get a victory run when you score a goal.

The crowd reacts to victory...

...and defeat.

Be careful not to foul other players.

The screen changes to an overhead view when a player launches the ball downfield with a big kick. Watch the ball's shadow to see where it will land. And take extra care when you're near your own goal — you can accidentally score on yourself even if you have possession of the ball.

Goal! Two has mediocre graphics, play control is a little difficult, and the perspective makes it hard to kick, pass, or steal the ball accurately. If the computer is your challenger, you're almost sure to lose, but you can play against a friend for more evenly matched com- petition.

GP

REVIEW

Gunforce

IREM
SUPER NES

Irem; 8335 154th Avenue N.E.; Redmond, WA 98052

Chris Slate

The invasion of the alien commando army is overpowering Earth's defenses. Mere humans don't stand a chance against the superior army's weaponry. It looks as though the planet is about to fall, and no one can stop it.

Well, no one except Gunforce, the new experimental battle mech armed with Earth's most destructive arsenal. He lives to play the odds, and so far he's been a winner. But really—one mech against thousands? It's no prob! Gunforce is also endowed with advanced military strategies (such as shoot, shoot, shoot), and he's been in tighter pinches than this one and lived to tell the tale. Killing is his art form, and the battlefield is his canvas.

Bombs away! The action starts when your Gunforce mech is dropped smack in the middle of the action.

Grab any icon that appears. Some give you different weapons, while others replenish your ammo.

The aliens aren't the only ones who know how to fire a turret. Use their weapons against them for maximum damage.

Ram this truck straight down the enemies' throat. Run over any infantrymen, while blasting away their air support.

Well, lookee here — somebody left the keys in this-here attack chopper! Use it to fly over the canyon to the right, and use its massive turret to wax any enemies that get in your way.

Hmmm... haven't we seen this boss before in a classic 8-bit action game? Blast at the two side-panels first, then concentrate your fire on the orb in the middle.

While *Gunforce* relies heavily on the tried-and-true theme of "blast everything to hell and back," it lacks some of the intensity and special effects of hits such as *Super Contra*. At times *Gunforce* seems to creep along with no interesting action. On the other hand, you pilot a great variety of vehicles, and there's a two-player mode that makes any game more fun to play. To sum it up, *Gunforce* may score low in some areas, but huge vehicles and other touches make it an OK game.

GP

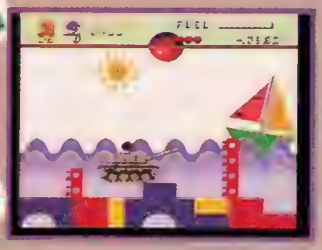
AVERAGE 5

REVIEW

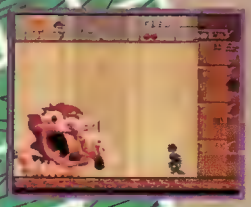
ELECTRONIC ARTS
SUPER NES

Electronic Arts; P.O. Box 7578; San Mateo, CA 94403

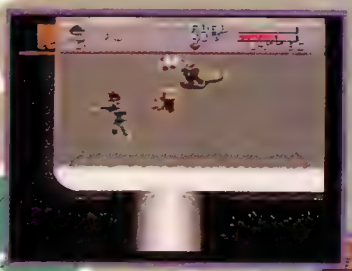
Harley's Humongous Adventure



In addition to trekking through mundane rooms like closets, Harley gets to drive a toy tank through a building-block battlefield. Watch out for the deadly jacks.



Harley must face down a huge mutant... thing... every few stages. If this one's called "Cute 'n Cuddly," what must "Mean 'n Nasty" look like?

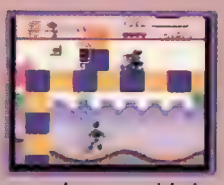


A bathtub becomes a giant vat of doom when you're a couple of inches tall. Grab a soap bubble to float up and away.

Jeff Lundrigan

Once Harley was a typical genius, hard at work in his basement laboratory. His bug mutations had gone just fine, and his miniaturization experiments were humming along as well. Then an explosion shrunk Harley to bug dimensions — the perfect snack size for all his mutated insects. Worse, the parts to the shrinking machine were scattered all over the house. Before he can return to normal size, Harley must collect and reassemble the pieces.

Although it may not look impressive at first glance, don't let the relatively simple graphics fool you — *Harley's Humongous Adventure* is a cool game. You must guide Harley from the basement through the kitchen, closets, and the rest of his house, searching for machinery parts and avoiding bugs. Each level is a maze of twists and turns, and each stage grows more complicated than the last. Luckily, Harley's equipped with a rocket pack and suction-cup climbing gear, as well as paper clips, thumbtacks, and anything else he can get his tiny little hands on.



Harley finds another piece of the shrinking machine at the end of each stage — you know when you hit it.

Harley's mutant bugs are digitized claymation creatures, and although they look pretty strange, it's tough to tell they originally had feet of clay. The animation's great, and the controls are as responsive as you could ask. *Humongous* is goofy, challenging, and colorful — what more do you want?

GP

In some later stages, you must fight your way through a couple of huge castles — well OK, they're made of Lego blocks, but they're still huge.

REVIEW

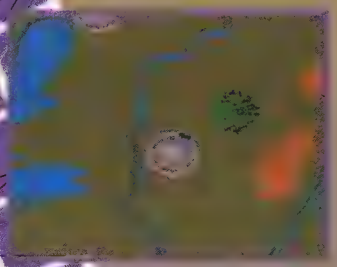
TAITO
SUPER NES

Taito; 360 Holbrook Drive; Wheeling IL 60090

Hit the Ice

Matthew A. Firme

Pick from any of these "colorful" teams.



In the tournament mode, you compete against teams all over, scaling from a North American map right down to the home team's arena.

Goal! Don't be surprised if the other team starts a fight while you're celebrating.

Now you can see why the ref never calls any penalties! He's a puny little man compared to the pumped-up players.

Hit the Ice is a cartoonish combination of pro wrestling and hockey. You can do whatever it takes to get the puck from the other guy and shove it down his goalie's throat — no one ever gets called for a penalty! Just call it *Arch Rivals* on ice.

You play on a three-man team (two puck handlers and one goalie), controlling one of the two men on the open ice. You move this guy, but you also have some control over the second puck handler. You can tell him when to attack, pass, and shoot, but the computer controls his placement in the rink.

The wrestling flavor comes into play the moment you take the ice. The players are all big, bruising tough guys with names like "Battleship" Boyd and Ivan Yakashev, and each has his own special attack move. When tempers flare (which they do a lot), these burly dudes don't hesitate to throw off the gloves and settle their differences with force.

The fighting sequences are as competitive as the hockey!

But while *Hit the Ice* is full of character, it doesn't quite work as either a hockey game or a slugfest. With only three men per team, setting up effective plays is next to pointless — and practically unnecessary. It's really not too tough to beat the computer, even in the tournament mode at the highest difficulty level. Most of the time you simply pass to the man nearest the goal, then shoot, losing the fast-paced strategy that makes hockey such a great sport.

Because a real game of hockey is already chock full of hard-hitting and fights, the exaggerated aggression in *Hit the Ice* just doesn't seem all that unusual. And when all the players bunch up around a lose puck, those special moves are lost in the confusion.

GP

REVIEW

LJN
GAME BOY

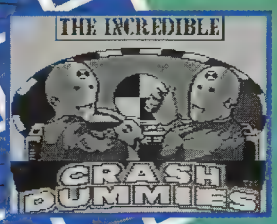
LJN; 1 Spring Street; Oyster Bay, NY 11771

The Incredible Crash Dummies

Vince Matthews

How would you like to make pennies a day? How about throwing yourself through the windshield of a speeding car? Or jumping from very tall buildings - without a bungee cord? You might even be lucky enough to be pulled from a pile of twisted, burning wreckage! Sound exciting? Then you might have what it takes to be a dummy — a crash-test dummy.

Welcome to the not-so glamourous world of head-on collisions and high-risk insurance. And meet Slick and Spin, two of the best. They've been banging their heads against brick walls for years, and now they need a vacation. Unfortunately, they're both broke — in the monetary sense of the word, that is. Digesting fenders just doesn't pay as well as it used to, and the price of spare parts keeps rising all the time.

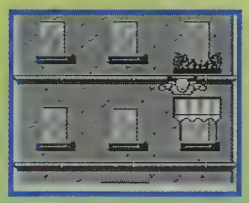


It's not easy being a dummy — especially a Crash Dummy. Try filling the shoes of these self-made demolition daredevils.

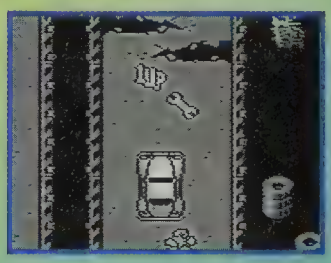
Another fall from a high rise! Anybody got some aspirin?

Luckily, Spin has managed to land a few part-time jobs ranging from standard stunt work to quality control in a bomb factory. As one of the dummies, you're paid according to job performance — the better you do, the sooner you'll be soaking up the rays on a tropical vacation.

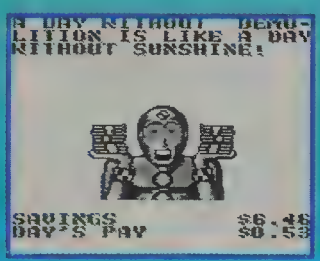
Incredible Crash Dummies isn't an extremely difficult game: *most* of the graphics are easily seen on the Game Box screen, and the players are easy to control. Watching those dummies fly apart sure can be fun, and the tongue-in-cheek humor that made the dummies' public-service announcements popular is evident here. Already a vehicle for a booming toy license, look for the dummies to appear again in NES and maybe SNES adventures.



When jumping from the building, use the awnings to springboard your dummy onto other obstacles.

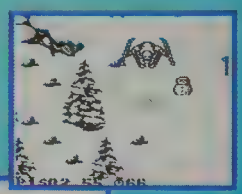


Stay to the right during the Air Bumper test and grab a one-up.

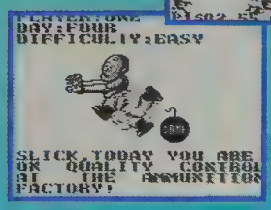


Mo' money! Mo' money!

GP



Look out for rocks on the slopes.



Before each job, take time to read the explanation. Sometimes directions and tips are included.

REVIEW

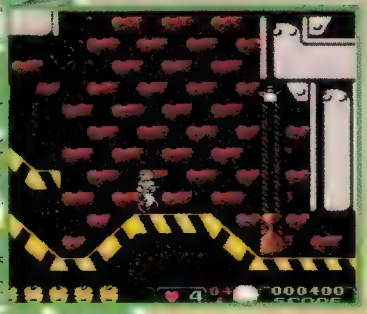
LJN
NES

LJN; 1 Spring Street; Oyster Bay, NY 11771

Incredible Crash Dummies

Billy R. Moon

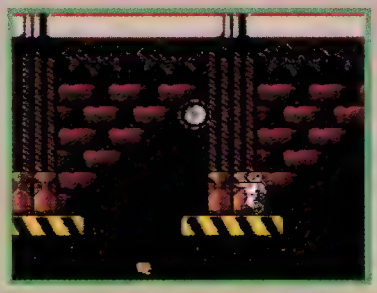
It should be obvious by now that developers can build a game on just about any premise. The stars of *Incredible Crash Dummies* are the plastic men who are always getting smashed up on seat belt public-service announcements. But don't expect this to be a game with a message — although the "buckle-up" logo is shown at the beginning of the game, the dummies have other missions on their minds.



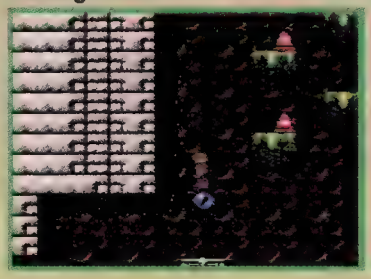
Always watch for hidden weapons. Oil cans have a lot more range than your exhaust gun.

The story line is that a villain named Junkman and his evil Junkbots have kidnapped the dummies' friends, Spare Tire, Darryl, and Bumper. Spin and Slick, our hero dummies, must search through four levels of weirdness to rescue their pals.

The dummies' only weapon at the beginning of the game is an exhaust gun that temporarily freezes enemies. Other weapons become available as you progress, and you can also collect traffic cones that add up to extra lives.



Spare heads can also be found floating around.

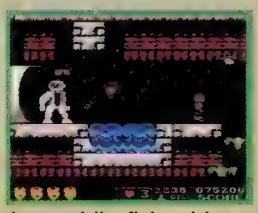


When you visit the sewer, use the bubbles as elevators.

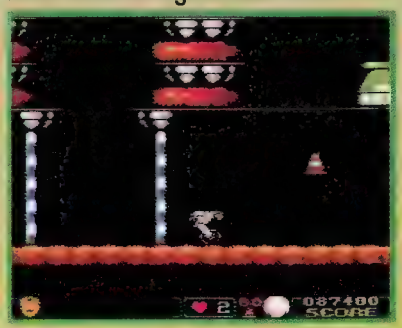
As would be expected, *Incredible Crash Dummies* is unique — and totally different from the Game Boy adventure of the same name. The enemies range from simple rats to strange floating guys who want to run off with your head. The scenery is just as odd, putting you inside everything from a sewer to a circus tent.

The big problem with *Incredible Crash Dummies*, however, is that as you control the dummies, they always seem to be walking on ice. You can't stop them on a dime — or even get them simply to *walk*. This flaw is compounded by the occasional loss of your head, which results in a reversal of your controls (you push left, for example, to go right). But when you balance its originality with its player control, *Crash Dummies* survives as an above-average game.

GP



Get the key from this guy by jumping over the tires while firing blasts of oil.



Don't panic if you find yourself without a head. Just think backwards while you search for a new one.

FOUR 6

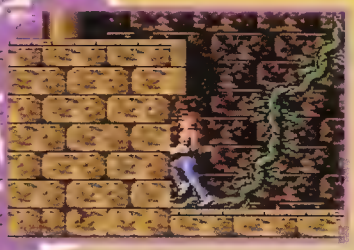
REVIEW

THQ
SUPER NES

James Bond Jr.

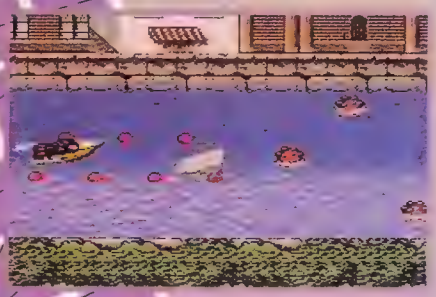
Patrick McGee

THQ; 5000 North Parkway Calabasas; Suite 107; Calabasas, CA 91302



Search the unframed walls for hidden items while you're in the native temple.

The passcode for level 1 is easy to figure out — as long as you know the number on Bond's license to kill.



Always take the jump ramps when you're at the helm of the speed boat.

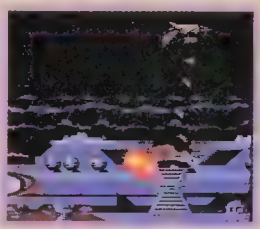
The evil agents of S.C.U.M. are at it again, and that requires the services of Britain's top teenage agent. As James Bond Jr., you must head out for both air and ground missions to keep the world safe for democracy.

James Bond Jr., based on the animated series, is loaded with those famous Bond gadgets. There are special shields, snake charmers, grenades, guns, gas masks, jet packs, and laser rings, just to name a few. In the five missions — each with four sections — you pilot either a helicopter, speed boat, or a jet into the area, then proceed on foot to infiltrate the various S.C.U.M. headquarters and defeat their bosses. After each successful mission, you earn a password.

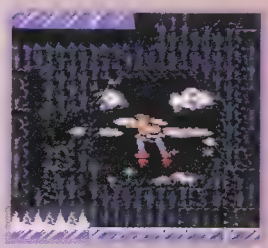
Use cannon and bombs to eliminate your enemy while you're flying the 'copter or jet. Stay near the top of the screen and rock your aircraft back and forth to bomb ahead and behind you. Once you land, your best defense is to duck out of trouble. Toss well-timed bombs at your opponents, or, if you have enough ammo, shoot them with your gun. Some of those S.C.U.M. agents are persistent — when all else fails, try a right-cross to the jaw.

James Bond Jr. has good graphics, great sound, excellent play control, and a nice variety of missions. The action combination of air battle and ground combat make it even more entertaining to play. James Bond Jr. may be too young to get the girl, but he's still the greatest secret agent of all time.

GP



After destroying the fourth cannon in level 4, bomb the red dome from the top of the screen.



Use your rocket-powered sneakers to clear the jagged floor in the final level.

The level 3 surfing can be hazardous to your health

REVIEW

VIRGIN GAMES
GAME BOY

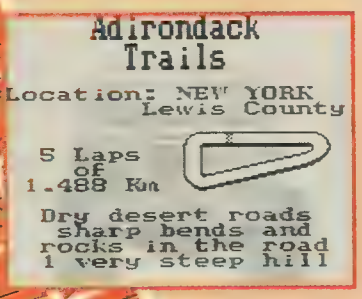
Virgin Games; 18061 Fitch Avenue; Irvine, CA 92714

Jeep Jamboree

Jonathan Gagnon

Forget those high-performance cars — get behind a wheel of an off-road jeep and get some *real* high-intensity racing.

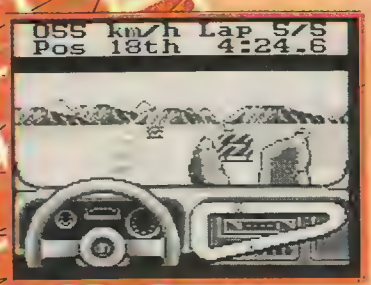
In *Jeep Jamboree*, you wait for the green light, then mash your gas pedal to the floor. As your jeep gains speed, you don't notice the sharp curve up ahead, and you spin off the paved road. Once you're off the road, you desperately dodge trees and rocks and try to get back on the asphalt.



Before you begin a race, the track description shows you what hills and other obstacles you'll face.

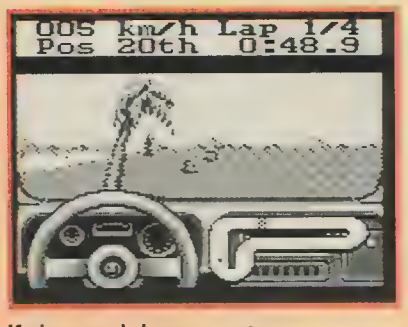
But don't think for a moment that paved roads are a safe haven. There are fallen rocks and road-block signs scattered all over some of them. Watch the signs to see when you're approaching a curve, and keep an eye on your place in the race. If you don't finish in the top ten, you can't advance to the next race. You can also make the competition tougher by linking up with a friend and racing him.

With its variety of tracks and high-speed action, *Jeep Jamboree* leaves a lot of racing opponents in the dust.

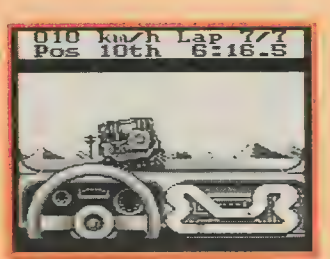


Be ready to veer sharply when you see rocks on the road.

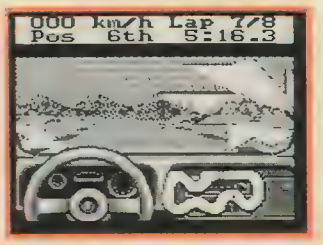
GP



If the track becomes too crowded, head off the road — but watch out for trees and rocks.



Your biggest obstacles are broken-down jeeps, located mostly on the side of the road.



If you hit a broken jeep or bang into too many rocks and trees, you crash, losing valuable seconds — and your hopes of qualifying.

Your position in the race flashes on-screen, giving you a chance to change your racing plan.

REVIEW

UBI SOFT
SUPER NES

Ubi Soft; 1505 Bridgeway; Suite 105; Sausalito, CA 94965

Jimmy Connors Pro Tennis Tour

Stephen Poole

Since Jimmy Connors is one of the greatest tennis pros of all time, when you see his name on a video game, you expect some intense, realistic tennis action—and that's just what's served up by this Ubi Soft simulation.

Before playing an exhibition match or entering a tour, head to the practice court to meet your coaches and work on ground strokes, volleys, base-line shots, and net play. The tips the coaches give you are covered in the instruction manual, but they help you learn *when* to use the different strokes. The coaches' advice proves invaluable when you're playing for all the marbles.

To serve, press any of the six buttons, then use the directional pad to position a cursor where you want the ball to land (the button you press determines the serve). If you don't want to take a chance on a fault, just press B and wait for the computer to spot the cursor for you.

The snowy surface in Antarctica makes for some slow play, forcing you to concentrate more on strategy.

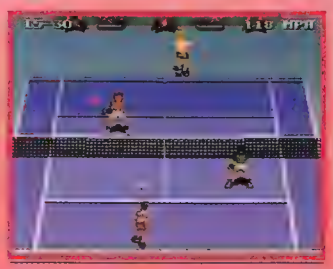
There are two modes of control, Easy and Full. In Easy mode the computer moves you into position, so all you need to do is decide what sort of stroke to use. With full control, you're required to move around the court and hit the ball.

In exhibition mode, you have control over every aspect of the game as you play with or against any combination of human or computer opponents. You decide the number of sets, and whether you play on grass, clay, hard court, indoors, desert, or Antarctican surface. The fast desert court is perfect for serve-and-volley players, while the slow, snowy courts in Antarctica require more brains than brawn.

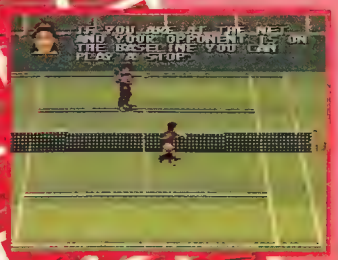
The Tour is where you find out if you're good enough to compete against the big boys. You always play as Connors; the skill level at which you choose to play determines your ranking. After completing a tournament, you're given a password so you can pick up your career right where you left off.

Jimmy Connors is one hot cart. Win or lose, you'll be ready for another game time and time again.

GP



The action can get fast and furious in a doubles match.



Your coaches are always ready with sound advice.

Check out your opponent's strengths carefully before beginning play.

REVIEW

DATA EAST
NES

Data East; 1850 Little Orchard Street; San Jose, CA 95125

Joe & Mac

Billy R. Moon

What Joe lacks in speed, he makes up in jumping ability. His vertical jump is even higher than the average pterodactyl's.

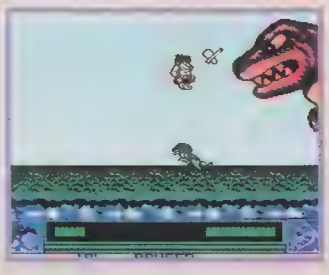
If you continuously jump while throwing things, the first boss never even touches you.

Your fellow cave dudes come bearing gifts. Unfortunately, you must beat them up before they give them away.

Things have been looking pretty bleak for the 8-bit Nintendo world — most of the NES games seem like hand-me-down versions of Super Nintendo titles. Although there's nothing *wrong* with releasing the same game for multiple systems, there's just not much evidence that many manufacturers are trying to stretch the machine's capabilities as they did in the days prior to the full-fledged 16-bit assault.

With this in mind, I expected to hate *Joe & Mac*, since the SNES version, despite cool graphics, was just too easy. But ten minutes of the NES *Joe & Mac* turned me around.

One of the biggest problems with the 16-bit *Joe & Mac* was that the designers seemed to have taken a fairly linear game and confused things by adding a map concept and bonus levels, evidently in hopes of creating a new *Super Mario World*. But in the NES version, these aspirations have been put aside in favor of a more logical presentation. The straightforward concept of defeating a level and moving on to the next has been done to death, but it works well for this particular game. The levels are still short, but the game's linear form makes the short stages crisp and face-paced.

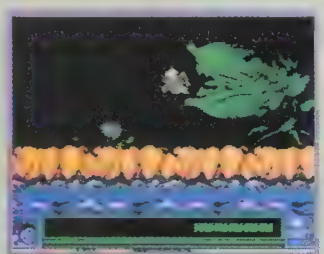


To beat the second boss, get right in his face, jump to avoid whatever he spits at you, then fire at his jaw.

Joe & Mac still suffers, to a certain extent, from the "spit-em-out" mentality that's dogging the 8-bit world. The sound and graphics aren't bad — especially compared to other new 8-bit games — but they're not up to NES capabilities. There's also an annoying lack of any two-player option, leaving Mac out of the picture altogether.

So while not a great game, *Joe & Mac* is a very good one. And since it's one of the few new 8-bit titles that can claim that distinction, it's well worth your time to take a closer look.

GP



When facing the third boss, your first reaction is to jump over the smaller plants. However, the big guy has a bad habit of eating cavemen.

REVIEW

ELECTRONIC ARTS
SUPER NES

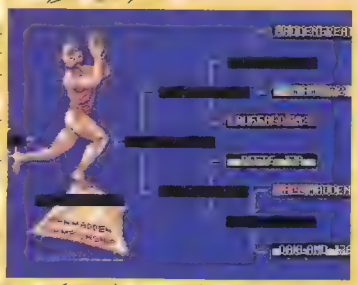
Electronic Arts; 1450 Fashion Island Blvd.; San Mateo CA 94404

John Madden Football '93

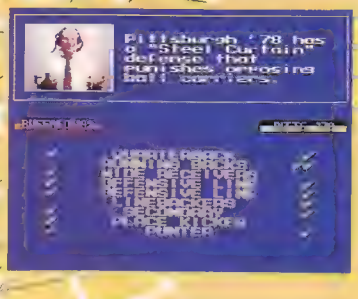
Matthew A. Firme

The *Madden* series is the best in football video gaming. There are certainly fancier gridiron simulations, full of scaling and rotation, but none can match *Madden* for flat-out, hard-hitting football action.

Now, with the release of *John Madden Football '93*, the best is even better. *Madden '93* keeps all the features that have made the series so successful (extensive offensive and defensive playbooks, near-perfect play control, great animation, a manageable passing game), but enhances the package with slightly better graphics and much smoother action.



New in *Madden '93* — ten of the best teams of all time, plus two All-Madden lineups. Enter a special playoff mode to see which team is the best of the best.



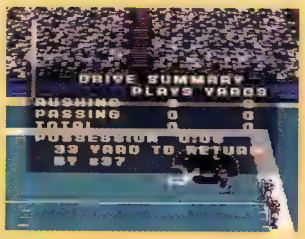
Before each game, Madden runs through each team's strengths and weaknesses. Looks like he knows his stuff!

Another cool feature of *Madden '93* is the inclusion of ten of the greatest Super Bowl teams of all time, including the mighty Pittsburgh squad of '78, a personal favorite. Now you can relive the glory of the Steelers' Immaculate Reception and command the famous Iron Curtain defense. Other great teams include the undefeated '72 Dolphins, the razzle-dazzle '85 Chicago crew, and, of course, Washington's championship team of '92. You can even pit these great teams against one another in a kind of "best of the best" race for the championship.

You know the crowd's behind you when you play at home.

Pittsburgh tears apart the defensive secondary.

Naturally, you get plenty of Madden's unique commentary as you play — stuff like "Boom! He's on his back!," "That's the way to hit 'em!" and "Where'd that truck come from?"



The drive summary lets you know how long it took to put all those points on the board.

If you're looking for a good pigskin video game, you might consider any number of football sims. But if you want to play *football*, there's only one choice: *John Madden Football '93*.

GP

ACCLAIM
NES

Krusty's Fun House

Michael Poole

You've gotta love Krusty the Clown. What other host of a kids' show is illiterate, has been framed for robbery, and has a sidekick named Corporal Punishment?

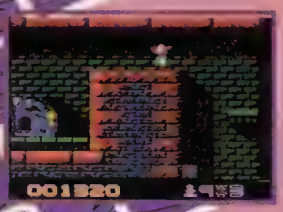
Despite the adoration of millions of tykes, all is not well in Krustyland. Rats have overrun Krusty's fun house, and the clown needs your help in exterminating the pesky rodents by leading them to deadly traps found in each room. In *Krusty's Fun House*, you must clear rats in five sections of the fun house, each containing as many as 14 rooms.

As if that weren't enough, the rats can't climb anything taller than they are. In order to guide the rats to the traps (ably manned by Bart and Homer), blocks, blowers, and other devices are provided so you can forge a trail for the troublesome hairballs to follow — straight to Rat Heaven. Annihilate any enemies, such as Venom Vipers or Laser Aliens, with a custard pie in the face.

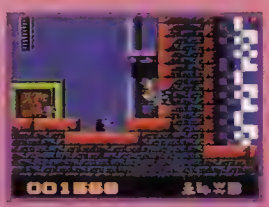
You can manipulate blocks either to help rats climb barriers or to plug up holes that the rats might fall through. Blowers are also provided to propel the varmints into pipes. If you find a Magic Bonus Block, you can kick it for extra health, more points, or one-ups. Some also open secret passages or help you to clear the room of rats.

Krusty's Fun House makes great use of color, shading, and geometric patterns, and the music is reminiscent of a day at the circus. Fans of shoot-em-ups won't like this game, but if challenge and strategy are up your alley, then welcome to the *Fun House*!

GP

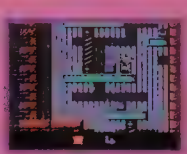


Check every room for Magic Bonus Blocks — it's easy to overlook this area behind the first-section trap. Kick the bonus blocks for points, energy, superballs, and one-ups.

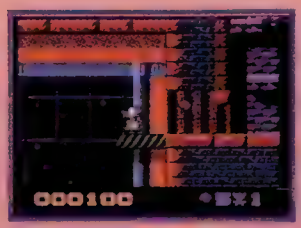


Use blowers built into the walls to send rats into pipes leading to the trap.

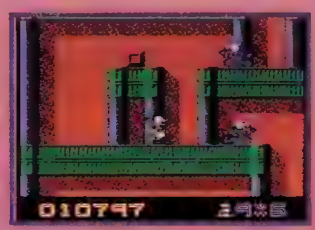
Snakes get immediate pie-ority from Krusty — one hit takes care of this reptile. It takes extra blows to eliminate other enemies.



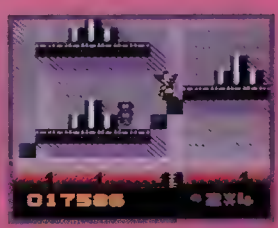
Bonus rooms are hidden inside special Magic Bonus Blocks. Kick all the blocks in the bonus area to open other rooms in the section. You get a one-up, too.



Use superballs hidden inside Magic Bonus Blocks to smash through walls and gain access to secret areas.



You won't find mice in the last room of each section. Instead, you must uncover the Magic Bonus Block that opens the grate leading back to the main hallway. Kick all the blocks to guarantee success.



Stack blocks diagonally to build bridges that lead the mice to the Great Beyond.

Acclaim; 1 Spring Street; Oyster Bay, NY 11771

Kemco; 8415 154th Avenue, NE; Redmond, WA 98052

REVIEW

KEMCO
NES

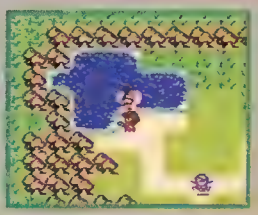
Legend of the Ghost Lion

The Spirit of the Spear is your best ally.

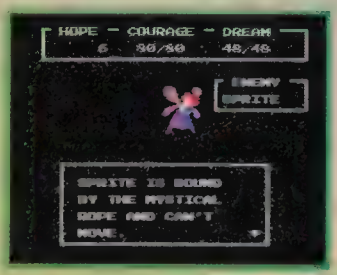
If you give the old woman in the town of Bread three loaves, then carry out her wishes, she gives you a valuable reward.

Patrick McGee

Legend of the Ghost Lion tries to be a Dungeons & Dragons adventure similar to the *Dragon Warrior* series. It's not.



Visit fairies to restore your powers or save your game.



When you fight a flying foe, use the mystical rope to slow them down.

Your quest is to guide Maria as she tries to find her parents in a dream world filled with monsters. As in many role-playing games (RPGs), there isn't much action — strategic thinking is your weapon. When you encounter a foe, the battle window pops up, and you must choose to fight or run. (It's usually better to fight because if you run and your enemy gives chase, you can't escape the fiend.)

As you gain experience, you increase your levels of courage (life energy), dream (spirit-calling ability), and hope (character level). You also make spirit friends as you explore, and these allies can help you in battle by defending you or attacking for you. Different spirits have varying strengths, and some even have the power to cast magical spells. Although you can find tools that get you out of sticky situations, you must buy or earn your weapons.

Fairies live around ponds scattered throughout the dream world. You should visit them to gain valuable information and restore your courage and dream powers. You can also save your games there. As with all RPGs, you should talk to everyone you meet, and use the money you gain from defeating monsters — in *Ghost Lion*, you earn rubies — to purchase supplies and weapons.

Legend of the Ghost Lion is a below average RPG thats best hook is that it features a heroine instead of a hero. The play control is poor when you're on the large map screen, and the storyline is rather boring. Although your ability to call spirits to your aid is a plus, you might not want to spend time with a lion that's more of a pussy cat.

GP

Defeat the Wolf King to obtain a horn that can open the blocked pathway.

Return the stardust from the goblin's cave to the altar, and another passageway opens.

This ship can take you to distant lands — for a price. Make sure you're strong before making the journey.

REVIEW

SUNSOFT
NES

Sunsoft; 1165 Knott Avenue; Cypress, CA 90630

Lemmings

Michael Poole

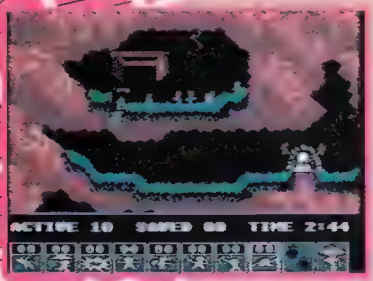
Just what is a Lemming? For those of you who slept through biology class (or haven't had it yet), they're small rodents who once were thought to periodically commit mass suicide by walking off cliffs and drowning in the sea.

But the Lemming stars of PC, Genesis, and Super Nintendo games are quite different. These little loveable people are just misguided. So it's your job to save the Lemmings from themselves by directing them to a safe exit in each of 100 puzzles. You don't have to save them *all*, but a certain Lemming percentage must make it out alive for you to advance to the next level. You're working against the clock, too, but passwords allow you to save your progress after each completed puzzle.

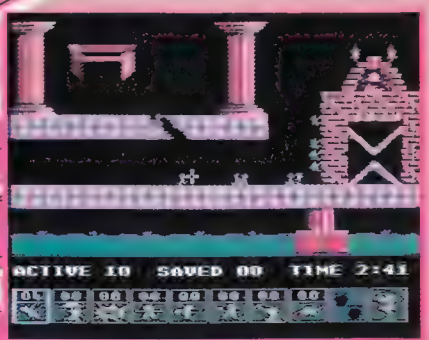
The best way to lead the Lemmings to safety is to assign tasks to some of them. For example, you can direct certain Lemmings to build bridges, allowing the others to avoid an otherwise deadly fall. Other tasks include bashing though barriers, climbing over obstacles, blocking the paths of other Lemmings, mining, and digging.

Lemmings is a winner. The only complaint is a small one — literally. The Lemmings are so tiny that it's sometimes difficult to target the desired Lemming to perform a task. Other than this mild frustration, however, you'll find yourself becoming obsessed with saving as many of these little green-haired critters as possible.

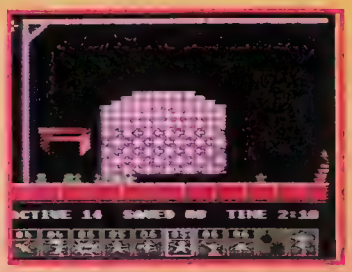
GP



Lemmings can fall only a short distance and survive. Remember, too, that more Lemmings live if they fall together — padding some of their landings.



Climbers scale any vertical obstacle in front of them. Use climbers on this level to reach the exit.



Arrows indicate the direction you must bash, mine, or dig, so bashing left or right won't work here. Send a climber over the obstacle, then make him a blocker when he reaches the other side. Now send another climber over. When he runs into the blocker and turns around, wait until he reaches the base of the obstacle, then command him to bash through to reach his friends.

Use bombers to open holes in any thin barrier. Bombers have a five-second lead after being commanded to explode.

Lethal Weapon

review

OCEAN
SUPER NES

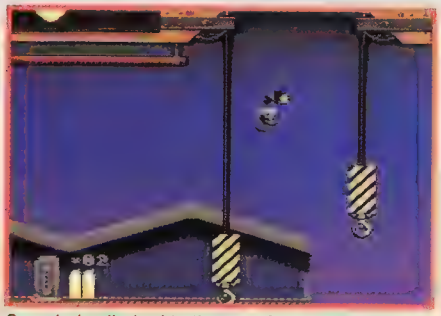
Ocean; 1855 O'Toole Avenue;
Suite D-102; San Jose, CA 95131

Billy R. Moon

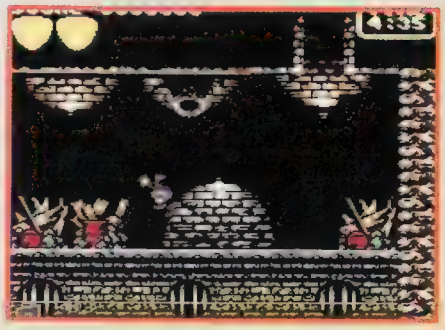
There may not be roman numerals in the title, but this *Lethal Weapon* is based on the third movie in the series. Half-crazed Riggs and his family-man partner Murtaugh must take on everything from "subduing" drug smugglers to overcoming a hostage situation at the local shopping mall. Ultimately, their mission means they must join forces with the police department's dreaded Internal Affairs division in hopes of tracking down a corrupt former police officer.

You begin the game in the police department. The case you're assigned depends on the office you enter.

The most annoying thing about *Lethal Weapon* is that it falls just shy of greatness in every department. The digitized graphics beginning each level are cool, and most of the other graphics border on excellent.



Once he's climbed to the top of a steel platform, Riggs must jump to this pipe and hand-walk across to the swinging I-beam. That hard-hat dropping wrenches on you is no help!



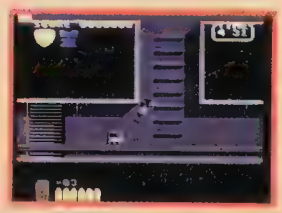
Unfortunately, you must look for the bombs beneath the city's streets — in the slime and muck of the sewers and subways.

Unfortunately, the characters themselves are so small that they look like kids. The music is generally well done, but most of the time it sounds like the nasty Muzak they play *before* the flick, rather than the awesome Clapton-induced soundtrack. The sound effects aren't bad, but the gunshots are a bit cheesy.

Lethal Weapon's biggest problem, however, is that it's just too awkward. Riggs and Murtaugh can both perform a neat rolling move, but they're otherwise limited to shooting everything in sight. OK, so that's a pretty *Lethal Weapon*-like concept. But the firepower in this game is too limited. The peashooter these guys tote doesn't remotely resemble the ultra-powerful semi-automatic weapon Riggs generally carries around. Even more annoying is your inability to shoot while climbing or crouching. The real *Lethal Weapon*ers could blast away every bad guy in Los Angeles while making a quality ham sandwich and watching Murtaugh's daughter on TV if they really wanted to.

Try jumping on these rubber rafts when you need to reach something high above you.

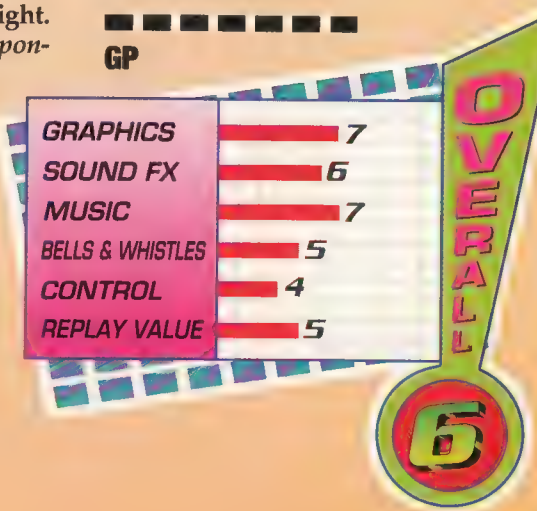
Back at the station, report to the plainclothes division. Some punks have planted bombs in the subway — it's your job to find the explosives before innocent lives are lost.



In mission 4, you must prowl the ventilation shafts of an office building to get the jump on the guys who have kidnapped Leo. Use the computer monitors to activate doorways and access stairs.

GP

Digitized screens feature Mel Gibson and Danny Glover in scenes from *Lethal Weapon 3*.



REVIEW

TAITO
NES

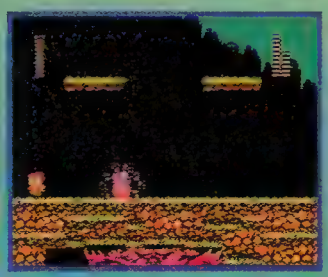
Taito; 390 Holbrook Drive; Wheeling, IL 60090

Little Samson

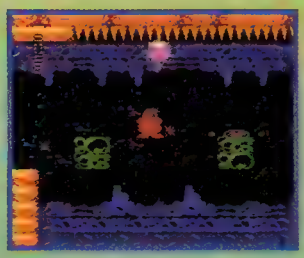
Billy Moon

Evil forces have overtaken the entire kingdom, leaving nothing but despair. So what does the resident ruler do? He picks the neighborhood kid with the coolest name and sends him to fight hordes of monsters until he confronts the almighty Master of Evil and Wrongdoing. It's probably the most common premise of action-adventure games in the Nintendo age, and *Little Samson* is no exception.

To its credit, this cart does throw in a plot twist that makes it interesting: Little Samson heads a small group of characters that also includes a mouse, a small dragon, and an armored goon. The player can switch between characters, at almost any point, earning that character's special power. Kikira (the dragon), for example, can fly for short periods of time, allowing you to travel great distances. In addition to gaining a character's particular strength, however, you also get his corresponding weaknesses. So if you select the mouse (a.k.a. K.O. -- the Holy Beast) to squeeze through a small opening, you also run the risk of dying quickly because of his overwhelming wimpiness.



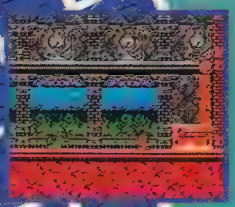
Keep your distance from this little guy, but fire rapidly when he lets down his magnetic field.



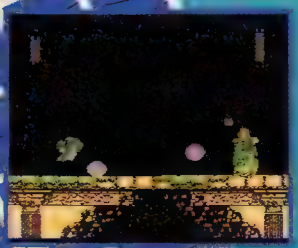
Don't let the disappearing blocks fool you — they're still there, but they're invisible.

Overall, *Little Samson* is average. The graphics, though not bad for 8-bit, aren't particularly exciting — and sometimes they're a bit muddy. Although it boasts unlimited continues, the game's password feature is rendered almost useless because it returns characters to their initial energy levels. These kinds of flaws keep *Little Samson* from being a really good game, but the different characters do keep it interesting — for a while, anyway.

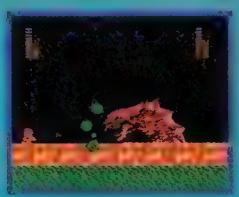
GP



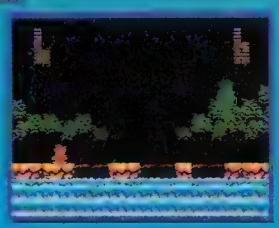
Tame your dragon friend by rapidly firing when he lands on the floor.



Use Kikira's power of flight to avoid the wizard's rays while firing at his head.



Alternate between the Kikira and Little Samson to avoid the fireballs while firing into the dragon's mouth.



Ignore this evil fiend entirely by jumping into the water.

REVIEW

SUNSOFT
GAME BOY

Sunsoft; 1165 Knott Avenue; Cypress, CA 90630

Looney Tunes

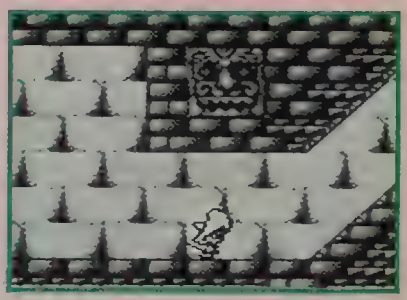
Chris Slate

Those Saturday-morning superstars are at it again, filling the screen with more legendary shenanigans than ever — but this time, there's no telling what they'll do because *you're* in control!

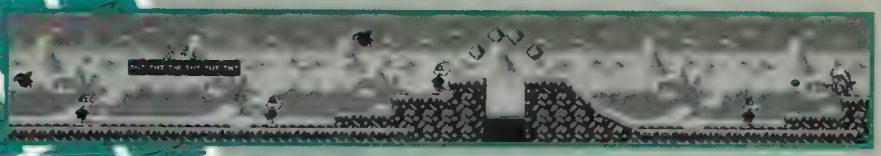
Scam your way through level after looney level of Game Boy action as you play first one, then another of your favorite Warner Bros. 'toons. Each level offers an entirely new cast, featuring classic characters such as Daffy Duck, Tweety Bird, Porky Pig, the Road Runner, and more. With each new level, you also get a new style of game play. For instance, Porky flies a jet fighter, Tweety flies through the city, and the Road Runner sticks to desert highways. *Looney Tunes* is actually a bunch of different games rolled into one!

It's also a winner on almost every count. The graphics are nicely drawn and remain true to the original characters, and the variety really helps make *Looney Tunes* a game you'll want to play over and over. It's obviously aimed at the younger set, so advanced players may need to look elsewhere for more challenge. That's all, folks!

GP

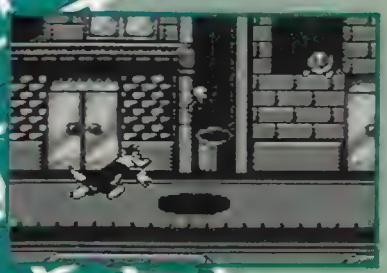


Speedy Gonzales is an overlooked 'toon — maybe because he's so tiny. Small size is a bonus in this stage, however, when you're constantly dodging in and out of danger.



In the first level, you control Daffy Duck against a *Mario*-like background. Yosemite Sam is the first major villain to appear — stand on the left and hit him as he's running at you.

Meep Meep! The watchword is speed during the Road Runner stage as you dodge numerous obstacles while jetting through the desert. Keep an eye out, though — where there's a road runner, a coyote can't be far behind.



As Tweety Bird, your biggest problem is Sylvester the Cat. However, if you stay out of his reach long enough, he eventually does something stupid, like falling in a manhole.

Remember the cartoon in which Porky Pig was hired as a test pilot? Now you can put that training to good use as you zap enemy birds out of the sky.

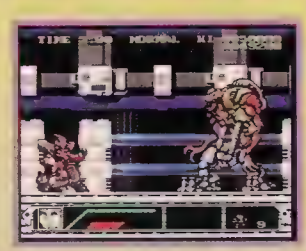
REVIEW

ATLUS
SUPER NES

Atlus; 17145 Von Karman Avenue; Suite 110; Irvine, CA 92714

Metal Jack

Jeff Lundrigan



This giant boss is found at the end of stage 2, but all other enemies are your size or smaller.

Stop if you've heard it before: Alien criminals have taken over the city, and it's up to an elite squad of mechanized warriors to save the day, etc., etc. You can choose among three armored "Jacks" in *Metal Jack*, but although the warriors *look* slightly different when they walk, jump, and punch, the Jack you select doesn't really affect the game.

And if you've played even one side-scrolling run-jump-punch game, you've played something very much like *Metal Jack*. Of course, originality isn't a prerequisite for a good game — a lot of great games take well-used ideas and do them one better (*Contra IV*, for example). But lack of originality is the *least* of *Metal Jack*'s problems; the worst is that it's just plain dull. There are times when you actually walk unimpeded by enemies, obstacles, or anything else ... and strolling isn't big with action fans.

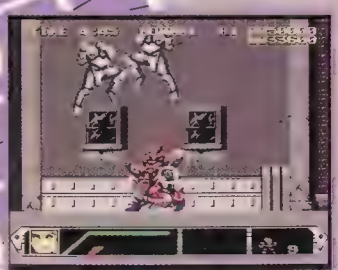
Late in the game the pace picks up a little, and some enemies actually jump at you!

There's one small difference between the Jacks: Red Jack carries a gun. The gun doesn't help much, but the choice of which Jack to use is obvious.

Each of the three Jacks can change into super-robot form, but this happens automatically at specific places in each stage. You merely watch it happen, then continue playing as the robot. Don't look for strategy. And only one of the bosses, a little guy in uniform who hops around a lot, is tough to defeat. Otherwise the game doesn't offer much of a challenge.

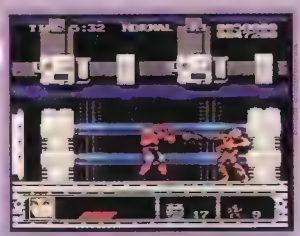
Metal Jack does have glossy 16-bit color, and some of the graphics — especially the backgrounds — look good. Of course, nothing *moves* very much. All in all, you're best off giving *Metal Jack* a wide berth.

In the game's final stage, you get to fight most of the bosses again.



In robotic form, each Jack has a super-weapon that affects everything on-screen. To beat this pair of bosses, you don't even have to move — they jump over you.

GP



Your enemies provide some variety, such as these odd-looking mutants, but you can count the ways to attack them on one hand.

REVIEW

SETA
SUPER NES

Seta; 105 East Reno Avenue; Suite 22; Las Vegas, NV 89119

Musya

Mattew A. Firme

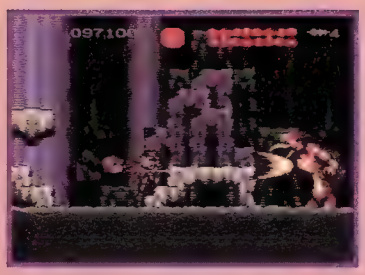
A pikeman survives an enormous conflict. Battle-scarred, barely conscious, he staggers toward a remote mountain village, then passes out. He's revived by the town mayor, who explains that the town guards a dark abyss, and that Shizuka, the girl whose talisman keeps the abyss sealed, has been kidnapped. Before evil beings can escape from the chasm, the mayor wants the pikeman to find the girl.

As Imoto, the pikeman, you leap into action. You can stab at enemies with your pike or perform neat pike-spins that zap the evil beings as they come to you. The pike can be powered-up, however, as you find special items. Soon you can shoot larger and larger bolts of energy from your pike as you learn the magic spells you receive each time you defeat a boss.

The enemies and locations throughout *Musya* are varied and nicely rendered, although the main character is pretty small by SNES standards. Still, there's enough variety to hold your interest, and in the later stages, you must stay on your toes to survive.

But while *Musya* may hold your interest, it really doesn't do much more than that. The game is *very* easy, especially in the early stages. The bosses are all predictable and prove little challenge to experienced gamers. And as you play, you may sense a lot of deja vu — there's not much here that you haven't seen before. *Musya* is a good game, but it's not original or challenging enough to be *very* good.

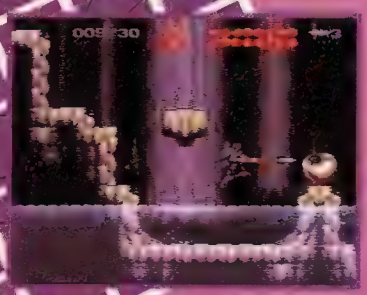
GP



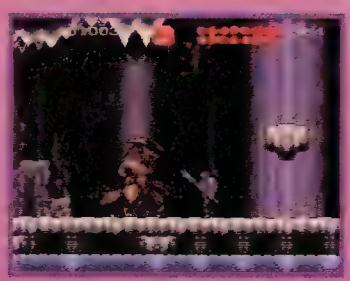
When you reach this bird-like boss, lure him to one of these platforms. Stand above him when he sinks into the water, then leap away as he begins to rise. Now blast him and leap over him until he begins to rise again.

Late in the game, Imoto must battle the dread Legions of the Undead! Don't you hate it when that happens?

Imoto's spinning-pike move comes in handy before you've powered-up your pike.



Take out the big eyeballs — if you don't, they just keep coming until they fill the screen!



This hat-wearing, fire-breathing bear is the first boss you meet. Hit him, move back as he spits fire, then move in and repeat. Use your pike to block the rocks he sometimes hurls.

REVIEW

TAITO
SUPER NES

Taito; 390 Holbrook Drive; Wheeling, IL 60090

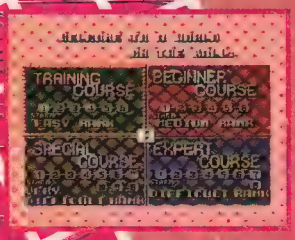
On the Ball

Vince Matthews

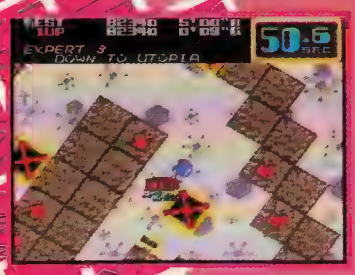
On the Ball isn't your average 16-bit brain bender — it's the first SNES third-party title totally dependant on Mode 7, which makes great rotation and scaling possible. *On the Ball* is also the first mouse-compatible puzzler available for the Super Nintendo. And, amazingly, the software is just as impressive as the hardware: *On the Ball* combines the nerve-racking excitement of *Marble Madness* with the refined skill of a Chinese pinball machine.

Offering a variety of control options, *On the Ball* gives you a choice of using the L and R buttons, directional pad, or mouse to control the action. You must rotate a playing field, letting gravity guide a marble through a labyrinth complex enough to drive a laboratory rat crazy. You have a limited amount of time, and you're hindered at every turn by vicious bumpers and blocks that cost you precious seconds.

On the Ball is easy to get into and understand, but it becomes very difficult in the latter stages. Passwords save you from losing your progress, and the varied courses should hold the attention of even a hard-core puzzle fan. Each level (or "plane") is full of surprises, among them reversed gravity and limited rotation.



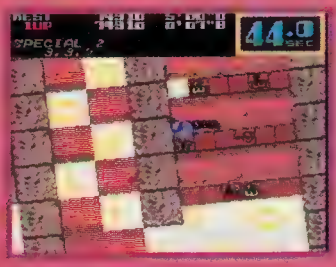
You must complete four courses before advancing to the next plane.



Not only is the clock working against you, but the bumpers and timer downs are, too. Each can take as much as five seconds from your time.

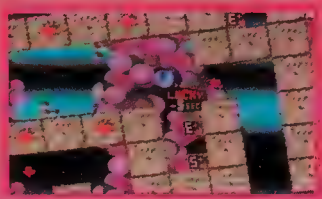
Both the number match and slot machine give you extra chances for additional time.

Better late than never!



Let the ball guide itself — it's a zen thing.

GP



Don't waste time trying to get more time. A few seconds won't matter if you've spent ten seconds or more trying to collect them!

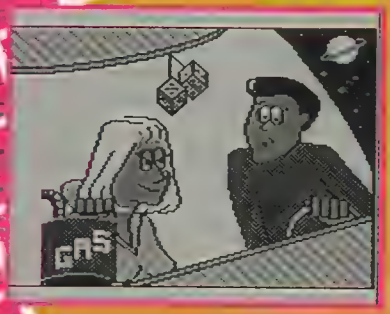
REVIEW

FCI
GAME BOY

FCI; 150 East 52nd Street; New York, NY 10022

Out of Gas

Jonathan Gagnon



If you can't round up more fuel, your date is going to have your hide.

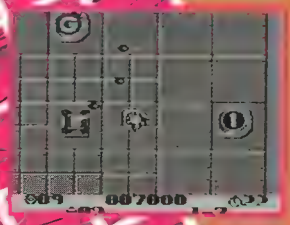
As you zip along in your dad's spacecraft, you glance at your beautiful date and think how great this night-on-the-galaxy is shaping up. But then you hear a sputter and your ship jerks to a halt. Great — you forgot to fill the tank!

Even before the fuzzy dice hanging on your rear-view mirror stop swinging, you realize maybe this date has possibilities you hadn't thought of before. But your date has other ideas — in the blink of an eye, you're guiding your space scooter on a search for a nearby intergalactic gas station. Maybe you should've stayed at home and played solitaire.

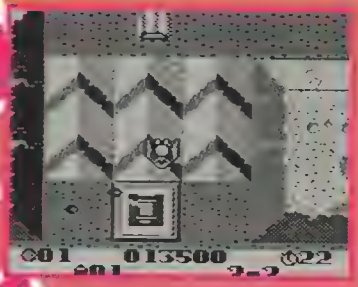
Out of Gas is a cute puzzle game with a creative storyline. As you guide your spacecraft through 64 different rooms, you shoot at the "G" icons that represent gas. You must also gun down the numbers 1 through 9 (in order). The main enemy here is the clock; when it runs down, your ship disintegrates. In later stages, you face more complex rooms as well as cannons that shoot away at your precious seconds and ice that makes the going pretty slippery.

Out of Gas can become tedious, but all in all it's a pleasant game with an easy skill level and functional graphics.

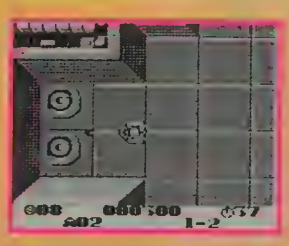
GP



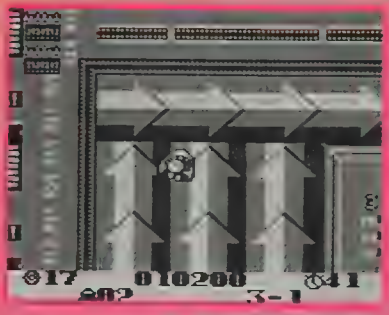
The tanks' shots rapidly drain your time. Don't forget to shoot the numbers!



You can move against the arrows, but it's slow going and you waste a lot of time.



Find and shoot all the "G's" before the clock ticks down.



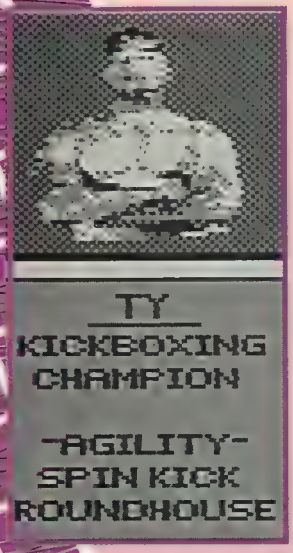
On some of the stages your job is simply to stay on the arrow track.

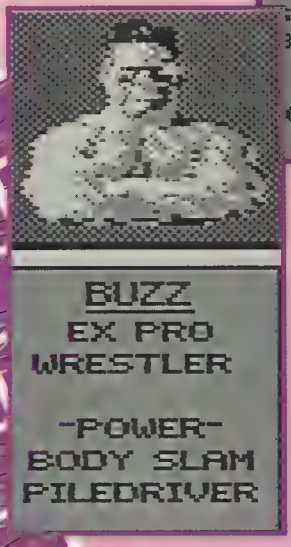
Some later stages contain ice-covered mazes. Watch out as you zip around — you don't have much control over your ship.

THQ
GAME BOY

Pit-Fighter

Jeff Lundrigan





As in the other version of *Pit-Fighter*, you can choose from three fighters: Ty, Kato, and Buzz. Each has his own strengths and weaknesses, but the fighters look less dynamic in black and white.

First, get the rules straight. Rule #1: there *aren't* any rules! This is *Pit-Fighter*, buddy, and in its dog-eat-dog world, the winner gets all the cash, and the loser ends up in the morgue.

Pit-Fighter made a splash in arcades because of its extensive use of digitized graphics and sound. The Super NES version, although a little choppy, kept the look and feel of the original. Now it's available for Game Boy — but you've got to wonder why.

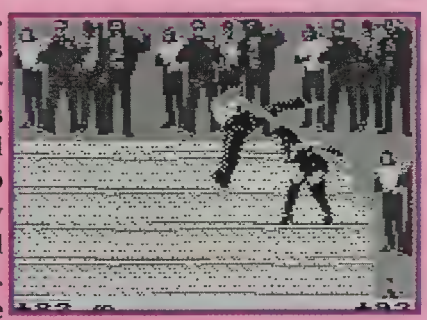
Obviously, a black-and-white Game Boy screen isn't the place to show off digitized graphics. The combatants *move* about as well as they do in other versions, but they don't look as good, and the background doesn't change from match to match. And except for a few grunts and yells, the digitized sounds are almost non-existent.

Each character's moves are limited, and unlike other *Pit-Fighters*, the Game Boy version makes you *earn* super moves. Your opponents are extremely difficult to defeat, at least in part because it's tough to tell exactly what they're up to on the small screen. As a fighting game, *Pit-Fighter* isn't bad — it's just not very good.

GP

You fight five different opponents in ten different matches, but without extra lives, it will probably be a while before you see anything but the first two or three.

You get bonus money for a good fight. Your health is recharged after you earn 50 grand or so — that's a lot of matches without a recharge.



Here's Ty's deadly flying spin-kick. Unlike other versions, you must win matches and earn markers before you can unleash this effective — and fun to watch — move.

THQ; 5000 North Parkway Calabasas; Suite 107; Calabasas, CA 91302

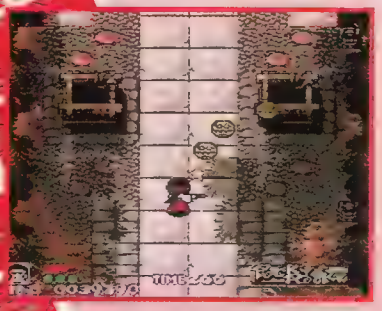
REVIEW

NATSUME
SUPER NES

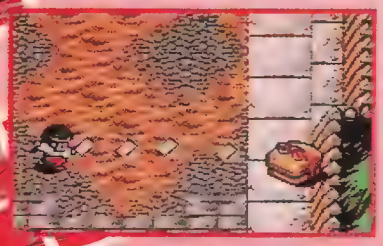
Natsume; 1243-A Howard Avenue; Burlingame, CA 94010

Pocky & Rocky

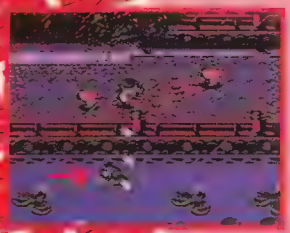
Patrick McGee



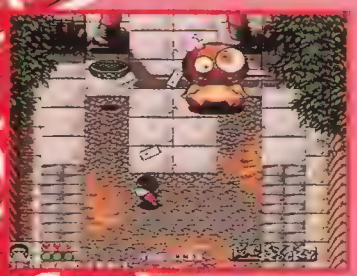
Swing your magic stick to knock away some of the enemy's shots.



Shoot packages to uncover specialty items.



Shoot the frog in this pond to uncover a hidden fairy.



Defeat this acorn-spitting goblin by returning his acorns, then knock his shell for a one-up.

Don't let its timid name fool you. *Pocky & Rocky* is packed with action and non-stop fun.

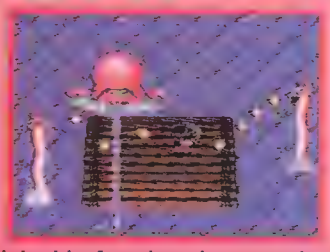
The Napino Goblins are on a rampage, so Pocky — with help from his raccoon friend, Rocky — must try to bring the goblins to their senses. Soon he finds that the goblins are under a spell, and he must fight his way through a dozen levels, then defeat Black Mantle, to return them to normal.

You begin at the Haunted Shrine before travelling to an enchanted forest, swamp, cemetery, mountain range, swinging bridge, airship, and — finally! — Black Mantle's forbidden castle. You're under a time limit in each world, but the goblins are a greater obstacle than the clock. Beat off the enemies with your magic stick, or toss magic cards to clear your path. You should also be on the lookout for specialty items such as bombs or items to increase your firepower, make you temporarily invincible, or restore your energy.

The theme and design of *Pocky & Rocky* show strong Japanese influences, which is a plus or minus depending on the player. It offers one-player or simultaneous two-player action, and you can choose from three skill levels. There's even a configuration option that lets each player independently customize his or her controller. However, although you have endless continues, there are no password features, so you lose any progress at the end of a gaming session.

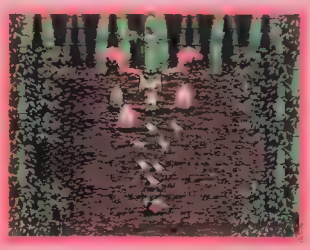
With fantastic graphics and excellent game play, *Pocky & Rocky* is a very challenging adventure. They're cute, they're cuddly — they're the goblin-busting buddies.

GP



To sink this foe, knock away the fireballs, then aim for the octopus's head.

Black Mantle has put an evil spell on the goblins.



Defeat the bamboo goblin by using the three-way magic card from this position.

Push-Over

Review

SUPER NES
OCEAN

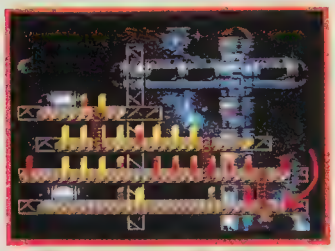
Ocean; 1855 O'Toole Avenue; Suite D-102; San Jose, CA 95131

Patrick McGee

There's a puzzling new game in town that features a pushy, pesky pest — G.I. Ant. This little insect's goal in life is to gain access to Captain Rat's Treasure Caves. But the only way he can succeed is to push his way through the dangerous Domino Domain. In each

of many puzzle rooms, G.I. Ant must start a domino reaction that opens the exit door so he can advance to the next level. With careful study, lots of patience, and some trial and error, you can help G.I. Ant complete his mission.

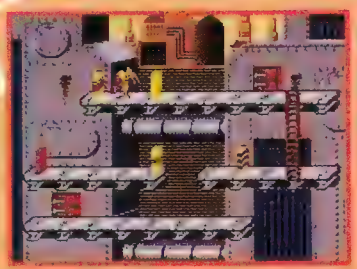
Push-Over is a one-player game with nine levels of puzzling fun. Luckily, there's a handy password feature so you can pick up the pushy action wherever you left off. Each time you solve a puzzle under the time limit, you earn a token that acts like a "get-out-of-jail free card" — you use it to reset a puzzle you've screwed up or continue past a screen if you've solved it, but gone over the time limit.



Beware of long ladders in space — one small step could mean one giant leap ... to *death* (passcode 11782).

In addition to its passcode feature, *Push-Over* also has a Help option. If you're close to a solution, but still fall short, you can get a hint on the final resolution. The Help option also shows you the purpose of the various domino blocks — which brings out a major disadvantage to the game. The ten dominos are all yellow and red, but they're striped depending on their function. For example, a thin red line through a yellow block indicates that the domino can turn into a bridge. Two thin lines means the domino vanishes, and a thicker red line means it tumbles. Keeping the dominos straight is more challenging than any of the puzzles!

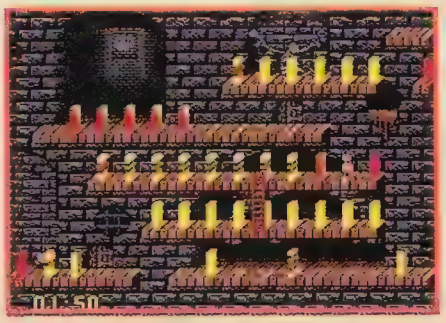
You must find nine bundles of cash to reach the final screen (after finishing, passcode 07168).



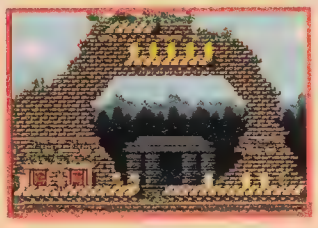
Set up the delay and fall to the exit before you're cut off (passcode 07168).

With small graphics and crowded screens, *Push-Over* can be hard to follow. And if you get stuck, you're out of luck because there's no way to advance without solving the puzzle. It's good to see a puzzle game for the SNES — there are very few others — but despite *Push-Over's* interesting concept, playing with G.I. Ant is certainly no picnic.

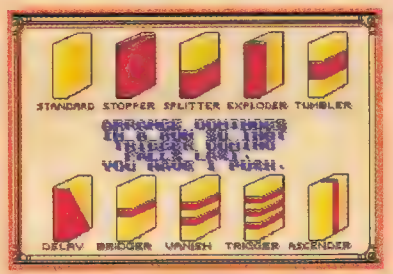
GP



All it takes is one good push to do the job!



There are many different, puzzling worlds to clear (passcode 05122).



The ten dominos all do different things.

GRAPHICS	4
SOUND FX	5
MUSIC	5
BELLS & WHISTLES	3
CONTROL	5
REPLAY VALUE	1

OVERALL **4**

REVIEW

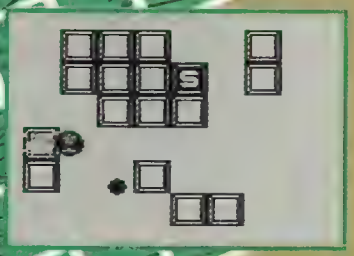
MATCHBOX
GAME BOY

Pyramids of Ra

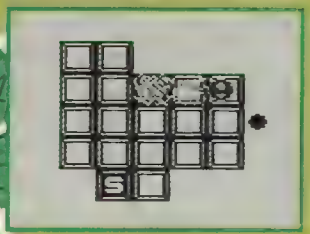
Vince Matthews

You've been sent by Ra, the Egyptian sun god, to unlock the mysteries of the pyramids. However, you're but a novice — before you can obey Ra, you must find the tomb of a great pharaoh. And before you can find the *tomb*, you must search five vast pyramids.

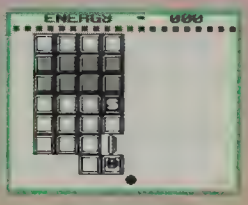
An ancient curse has made movement through the pyramids very difficult: The floor of each room is made up of tiles, and to progress, you must bounce on each tile to make it disappear, while leaving yourself to the exit. You can't make diagonal jumps, and you can "hop" off the sides if you're not careful.



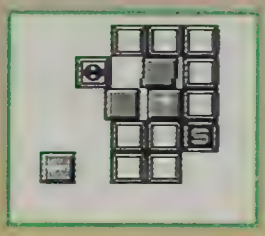
Each puzzle-room is solved by hopping on all the tiles and making them disappear. Leaving yourself without a path back to the exit, however, leaves you in limbo.



Clear the tiles on the outside of this room, then work toward the inside tiles — and the exit block.

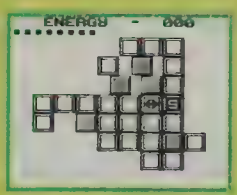


Some tiles must be jumped on more than once, these darker tiles must be crossed twice.



Moving platforms and other hazards stand between you and the pharaoh's tomb.

Matchbox claims this game has more than 24,000 puzzle rooms (needless to say, we didn't play through the end) in five enormous pyramids. Each is different (and more difficult) than the last. However, don't think you've bitten off more than you can chew — there's a "key" password feature that allows you to save your progress.

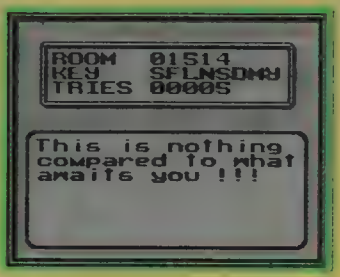


Sitting in one place too long runs down your energy. Before you begin a puzzle, plan your strategy, then follow it through.

Another special "warp" feature is also helpful. If you complete a room on the first try, you receive a rating of 100 that warps you ahead 100 rooms. As an added incentive, Matchbox is holding a sweepstakes for nifty prizes if you receive the key password to the final level.

Pyramids of Ra is fun and addictive, with puzzles enough to drive you mad from exhaustion. It makes a nice addition to the puzzle-game lineup for Game Boy, and is sure to keep even the best players busy for a long, long, *long* time.

GP



Ra comments on your progress throughout the game.

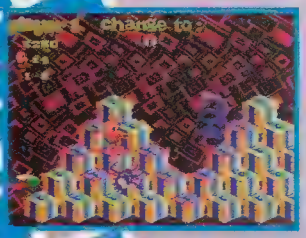
Matchbox; 141 West Commercial Avenue; Moonachie, NJ 07074

NTVIC
SUPER NES

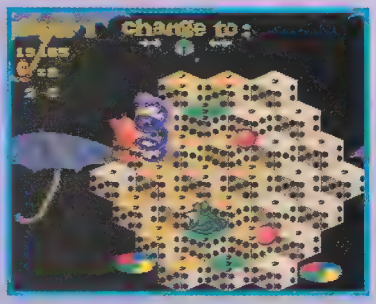
NTVIC; 50 Rockefeller Plaza; New York, NY 10020

Q*bert 3

One of the great things about *Q*bert 3* is the ability to customize the controls.

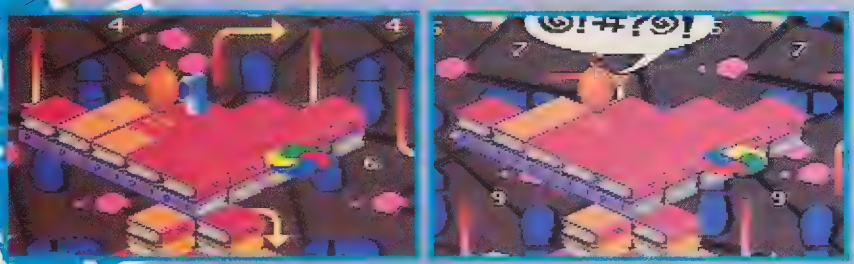


Amazing backgrounds highlight each level.



On some levels, you must change the colors of blocks two or more times.

Pause the game to get a more complete picture of the playing field.



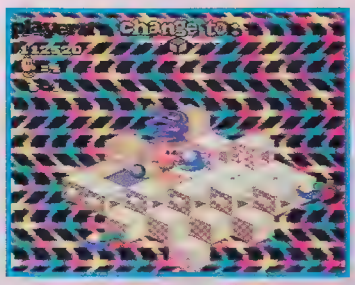
If you hop on the pipe once you can destroy it — and as long as you don't jump off the board, the pipe won't return. You lose a Q*bert, but it gets rid of the nuisance.

Vince Matthews

Who says you can deep a fuzzy orange video-game icon down? Pac-Man might have left him in the dust once, but now Q*bert has returned victoriously with new games for every Nintendo system in the past year or so.

Q*bert lives a simple life, hopping around a pyramid from square to square. His goal is to turn each square a different color until he's converted all of them. Once he has completed one board, he moves on to another puzzle. Of course, his life isn't that zen-like — he's hounded at every turn by dangerous obstacles and enemies, including his old nemesis, Coily. As a matter of fact, Coily is the only element in *Q*bert 3* that remains true to the original arcade game. This version offers new enemies and playing boards that make the coin-op version look like an 8-bit game.

This Super Nintendo *Q*bert* captures the look and feel of the original arcade version, but it adds bells and whistles that will amaze even long-time Q-fans. These extra touches make hopping around a pyramid more tolerable and less taxing. Superb graphics and impressive backgrounds add to the presentation and make the game that much more enjoyable. Fans of the classic *Q*bert* won't be disappointed with *Q*bert 3*, and newcomers will be equally pleased.



Catch the green Freeze Ball briefly to incapacitate the enemies on-screen.

Use the Flying Disc only in an emergency!

GP

8

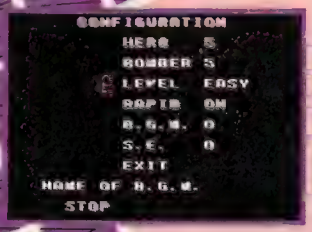
REVIEW

ELECTRO BRAIN
SUPER NES

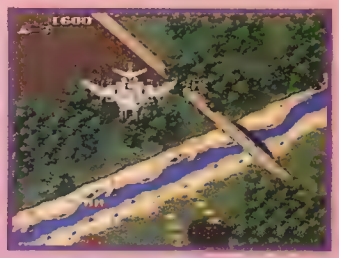
Electro Brain; 573 East 300 South; Salt Lake City, UT 84102

Raiden Trad

Billy R. Moon

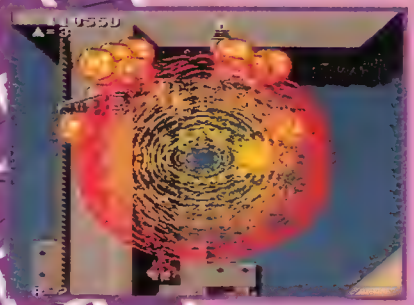


Resist the temptation to max out your lives and set the skill level on Easy. Like most games, this one's no fun if it's too simple.



The red gun is generally the most useful, so concentrate on building it up to maximum spread-fire.

The blue gun covers less area than the red one, but it's sometimes useful when you're faced with a single enemy.



Don't get trigger-happy and waste your bombs. You need a good supply to take out some of the tougher bosses.

In the past, it has usually been unfair to compare translations of coin-op games since arcade machines were technologically so superior. Many game manufacturers capitalized on an arcade game's popularity by quickly spinning off a second-rate home version. *Street Fighter II*, however, changed all that and proved once and for all that it's possible to make a truly wicked-awesome translation of even the best arcade games.

Apparently the folks at Electro Brain haven't yet bought into this philosophy. Although *Raiden Trad* isn't a bad game, it's pretty rough around the edges. The game's biggest problem is that it's plagued by jumpy scrolling and occasional slowdowns. Considered normal when the SNES and its "slow" processor debuted, now it's just not acceptable. The sound isn't exactly state of the art, either. Although the background music isn't bad, the battle sound effects are pretty pathetic — especially considering the capability of the Super Nintendo.

There's not much to complain about in terms of actual game play. It's a traditional vertical shooter in which you keep building your weaponry by collecting power-ups that appear when you've defeated certain enemies. If you set the game on Easy and max out the number of men, the first few boards are much too simple. Otherwise, its difficulty level is about average. (Even on high difficulty settings, it seems a bit easier than the arcade version.)

Nothing in *Raiden Trad* sets it apart from similar action games, but there's nothing wrong with it, either. If you need a perfectly average shoot-em-up, look no further.

Build up your supply of missiles, too. The regular ones are cool...

...but homing missiles let you destroy enemies without getting in the line of fire.

GP

REVIEW

ELECTRONIC ARTS
SUPER NES

Electronic Arts; 1450 Fashion Island Blvd.; San Mateo, CA 94404

Rampart

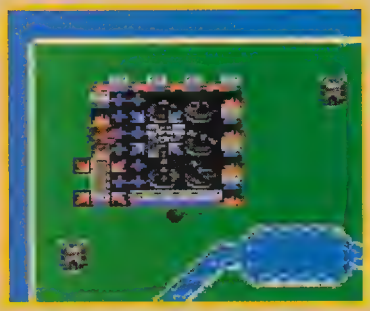
Chris Slate

When *Rampart* first appeared on the NES, we knew Jaleco had a hit on its hands. Everyone here at *Game Players* was addicted to *Rampart's* simple, yet challenging, game play. *Rampart* has been on the move for the past few months, with Game Boy, PC, Sega Genesis, and now Super Nintendo versions.

Electronic Arts' SNES translation has essentially the same game play, but this *Rampart* naturally has better graphics and sound than its NES counterpart. Here's how the game works: There are two modes of play — war and reconstruction. First, you battle it out against the computer (or a friend) by destroying as much of its fleet (or castle, in the two-player mode) as possible. When your time is up, the reconstruction stage begins. Here you try to rebuild your castle walls by filling in the holes with *Tetris*-style puzzle pieces. If you can completely wall in your castle, your battle continues. If you don't, your opponent wins.

Rampart excels on every level, but the two-player mode is the most fun — especially since the loser must "walk the plank" after a game. The only problem with the SNES version is that the levels get very hard, *very* quickly. After about six levels, practically every ship in the armada is trying to dock and deploy tanks onto your land, and it's very hard to win if even one ship gets too close. Despite this, *Rampart* is still one of the best games around.

GP



In the two-player mode, try not to destroy large sections of your opponent's castle. Instead, leave every other piece standing, making it harder for him to find blocks that fit during reconstruction. This technique is especially effective when used on a wall that's squeezed between two other objects, such as a cannon and the ocean.

In a one-player game, you battle against a fleet of warships, while in the two-player mode, you shoot it out against a friend's castle.

Time to walk the plank, matey! Har, har!

In the reconstruction mode, everyone scrambles to repair the damage done in the previous combat round. If you don't seal your castle walls, the enemy wins.

REVIEW

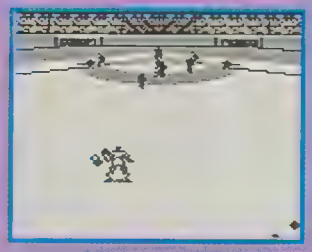
LJN
GAMEBOY

LJN; 1 Spring Street; Oyster Bay, NY 11771

Roger Clemens' MVP Baseball

Patrick Baggatta

Roger Clemens' MVP Baseball for Game Boy retains almost all the features from LJN's other *Roger Clemens* simulations, including line-up substitutions and multiple camera angles. You can play exhibition games to get a feel for the controls, or regular season games that follow the hard path to the championship game. You can also enjoy two-player action using the Game Link video cable. And remember — if you get into trouble, call on the master, Roger Clemens himself, for appropriate tips.



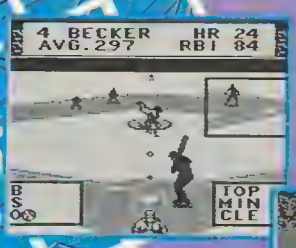
Get a quick jump on fly balls — otherwise, they may fall just inches from your glove.

One of the best baseball simulations for the Game Boy, *Roger Clemens* has solid, natural controls that players can master within the first couple of innings. The action is smooth and accurate (although occasionally sluggish), and the quick-changing camera shots add variety and perspective. The extensive reserve line-up is on hand for quick substitutions at any point in the game. You can call in pinch hitters, relief pitchers, or go on a substitution rampage and replace the whole team.

No matter how you decide to play *Roger Clemens*, you'll be impressed by its many features and all-around enjoyable action. It sets an example for which other hand-held baseball sims should aim.

GP

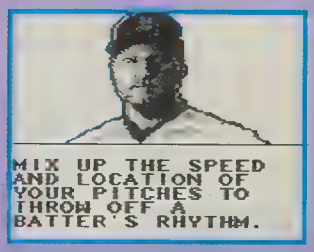
Just looking at this long August schedule should give you an idea how far you must go to capture the championship title.



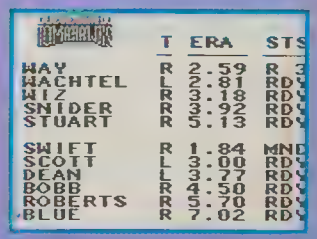
Don't let too many balls go by unchecked. Most pitches can be hit, so it's a likely strike if you don't swing.

You've gotta be quick to outrun a grounder, but with exacting placement and a speedy runner, you just might make it.

When the opposition attempts a sacrifice, check other runners first, then shoot the ball to first.



In need of a new game plan? Why not ask a pro?



Use Clemens' advice to help you pick out the best relief pitcher.

REVIEW

LJN
SUPER NES

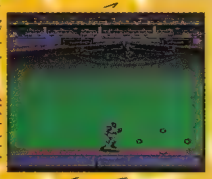
LJN; 1 Spring Street; Oyster Bay, NY 11771

Roger Clemens' MVP Baseball

Paul C. Schuytema

The boys of summer are ready to slug it out on a diamond near you in *Roger Clemens' MVP Baseball*. The SNES game, the third version of the simulation, opens with a nice graphic of a lazy summer day at the park (could that be Wrigley Field?), then it's up to bat.

Roger Clemens allows you to play either an exhibition game or run through a regular season (it actually begins around September, with all the teams well established in the standings). You select teams, tweak your starting lineup, and head for the dugout.



The diamond is a long way from deep center. Try to get to the ball as quickly as possible.

Although you pitch and bat from a traditional behind-the-plate view, *Clemens* offers a wide variety of camera angles during game play, ranging from third base to center field to a close-up of a slide to the plate.

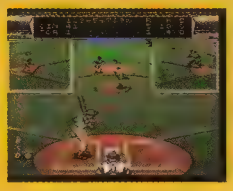
With what seems like a million baseball simulations out there, you might expect the latest to offer something new, but *Clemens* comes up a few innings short of a full game. The center-field view — while unique — is very difficult to play, and the center fielder's throw to the infield is an unrealistic straight path. Also, there's no cut-off man for a long throw, and it's easy for a player to whip the ball from deep center right into the catcher's glove.

And the runner is safe!

First up is a Thursday game with Toronto.

Top of the second, and the Bears have some catching up to do.

In addition, hits that are foul in one view are a triple in another. There are abrupt viewing changes on an infield play, and sometimes it takes too much time to figure out which way you're looking and which way to press the controller for a toss. Before you know it, there's already a man on base. *Clemens* sports an instant replay of home runs, but there's really not all that much to see.



Bases loaded! Watch out and don't pitch yourself into a jam — vary your pitches.

What's a great-looking game for NES is somewhat of a letdown on Super Nintendo (although it's fun to watch the batters tap the dirt from their shoes and sport a wad of chaw). *Roger Clemens' MVP Baseball* is a decent game — once you get used to the switching views — but all in all, it doesn't deliver a home run.

HOME RUN!

GP

REVIEW

KOEI
SUPER NES

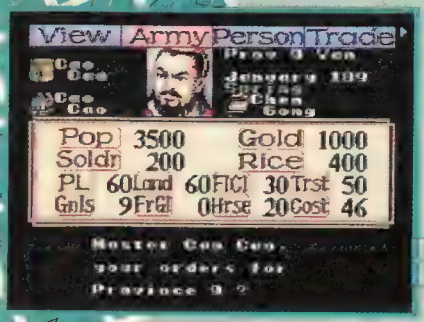
Romance of the Three Kingdoms II

Matthew A. Firme

Koei's line of historical simulations was innovative when introduced for the NES in 1989. Until then, most Nintendo titles were run-of-the-mill shooters, and video-gaming was considered child's play. But Koei's involved epics proved that video-game machines were capable of a lot more.

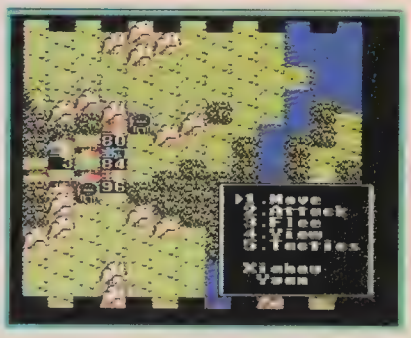
Now Koei is moving into the Super NES arena with the release of *Romance of the Three Kingdoms II*. As is the case in most of Koei's titles, you play a medieval warlord from the Far East (in this case, China), trying to unite the country's many provinces under your rule. Through war, spying, alliances, and deceit you move to conquer your neighbors and control a nation.

This latest game is nearly identical to Koei's NES titles in game play. You issue commands each month, utilizing the services of your generals and advisors to carry out a number of political, military, and domestic affairs. Meanwhile, your neighbors are doing the same. The decisions you make either guarantee your success or doom you to failure.


View Army Person Trade
Pop 3500 Gold 1000
Soldr 200 Rice 400
PL 60 Land 60 Fld 30 Trst 50
Gnls 9 Frgt 0 Hrse 20 Cost 46
Master Cao Cao,
your orders for
Province 9 ?

The orders you give each month determine your fate as a ruler. Get used to this screen — you see a lot of it.

But there are some real problems with this new SNES title. First, it doesn't look much better than the NES version. *Romance II* uses static, repetitive screens for everything but the battle sequences — and those are so simply animated that they might as well be static. As games like *Sim City* and *Populous* prove, it's possible to combine in-depth strategy and good graphics. After all, a primary reason people buy SNES machines is for improved graphics!

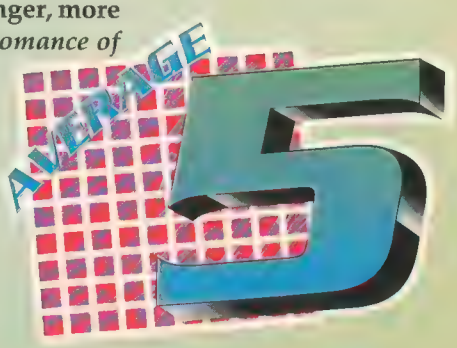


When you invade a province, the game switches to this battle screen.

You occasionally intercept a courier carrying secret documents. If you take the letter or try to capture the courier, you may enrage a rival ruler.

Instead of relying on an exact NES translation, it would have been nice to see Koei design a new, more lively framework around their core program. It isn't 1989 anymore, and the NES and SNES are very different machines. If Koei hopes to affect SNES gaming as they did NES four years ago, it's going to take a much stronger, more advanced product than *Romance of the Three Kingdoms II*.

GP



Koei; One Bay Plaza; Suite 540; 1350 Bayshore Highway; Burlingame, CA 94010

REVIEW

MINDSCAPE
NES

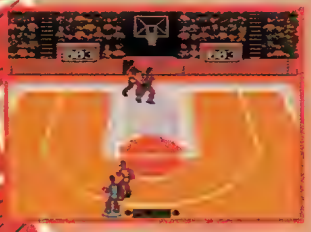
Roundball: 2-on-2 Challenge

Michael Poole

Hanson and Belanger make a great tournament team, but don't overlook your other choices — they may surprise you.

There have been a lot of basketball simulations since the NES first appeared. For the most part, these games have concentrated on traditional five-player teams.

But as is obvious from its name, *Roundball: 2-on-2 Challenge* offers half-court action with up to four players in one game. While a 1-on-1 game mode is an option, *Roundball's* real strength is its 2-on-2 feature. In addition to Exhibition or Tournament play, *Roundball* has a "Same Guy Control" feature that lets you control the same player on offense even if he doesn't have the ball.

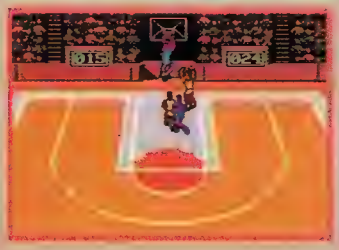


Stay close to your opponents on defense — you can snuff their shots with good timing.

Play begins by shooting for outs to determine first possession of the ball. On offense, your two-man team can choose from four preset plays, including better three-point shooting accuracy. You can also create your own plays or try to take the ball in for the backboard-shattering slam dunk. Defensive steals are rare, but you can deny an opponent's scoring opportunity by blocking his shots with carefully timed jumps.

Jump passes are especially effective in working your way into position.

The graphics in *Roundball*, while not the best around, are good. One drawback is the length of time the referee is on-screen after he calls a violation. The music can get tedious, too, but you can turn it off

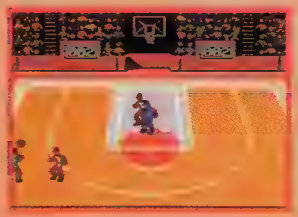


When you get under the basket, go for a slam-dunk. You get one of five random dunk screens.

from an options screen. And although you get quarter-by-quarter statistics, stats are kept on a per-game basis only — you can track your team's performance throughout your drive for the championship.

Still, while *Roundball* doesn't break new visual ground, it does give gamers a solid half-court basketball simulation. So it's up to you to take it to the hoop!

GP



Good three-point shooting can keep you in the thick of the game.

Mindscape (a division of The Software Toolworks); 60 Leveroni Court; Novato, CA 94949

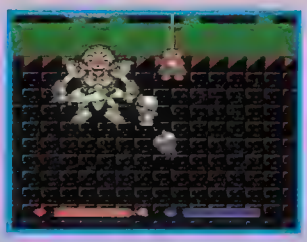
REVIEW

BANDAI
SUPER NES

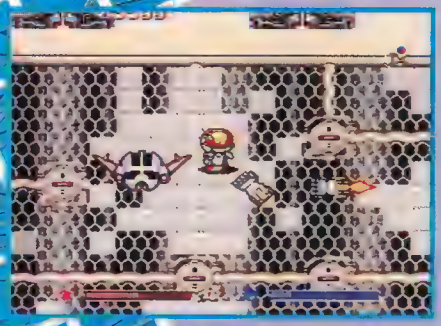
Bandai; 12851 East 166th Street; Cerritos, CA 90701

SD: The Great Battle

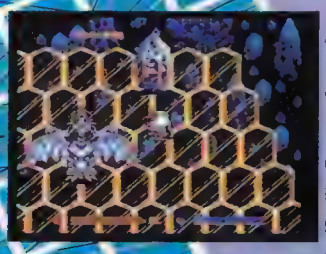
If you're having trouble with this dragon sub-boss, summon a buddy to help — but remember, you need some energy for him to show up.



You must defeat this boss to save Mark Rider V-3. After the boss shoots bones, run up and fire as many shots into him as possible. When he's dead, Mark Rider V-3 joins your team.



The satellite base is the main headquarters for the Dark Brain's evil army. Even after the Brain has exploded, your battle isn't over — you still must contend with his head.



At the crystal palace in stage 4, the SD warriors must rescue Ultraman Taro. If the dragon becomes a nuisance, use your special weapons to destroy him.

Jonathan Gagnon

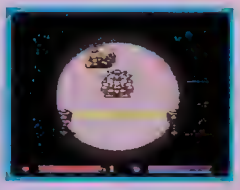
The evil Dark Brain has sent a mutant robotic army to capture four planets deep in the universe. But this kind of hostile action can't be tolerated, so the Super Deformer (SD) Federation has sent three warriors to restore peace. Unfortunately, the three soon became prisoners of the Dark Brain.

In desperation, the federation sends three additional warriors — Mask Rider, Ultraman, and Gundam — to rescue their similarly named partners. The SDs must survive seven stages of mortal combat. Each level contains sub-bosses and one main boss, and some sub-bosses assist the warriors for as long as the SD's energy is high enough. Additional energy can be found by creatures located throughout the stages.

Although too much of *SD: The Great Battle* is spent jumping from platform to platform, it's still a cute game with a good storyline and decent, cartoony graphics — and it's not too frustrating.

GP

The lava rapidly eats away your life bar if you fall into it, so wait for platforms to rise.



Knight Gundam, located somewhere in the underground base, is the last prisoner to be rescued. Move slowly — you can see only what appears in the light around you.

Be sure to avoid the bubbles that the Dark Brain shoots. If one hits you, it reverses your controller movements. Use your special weapons to send the Brain into oblivion.

AVERAGE 5

REVIEW

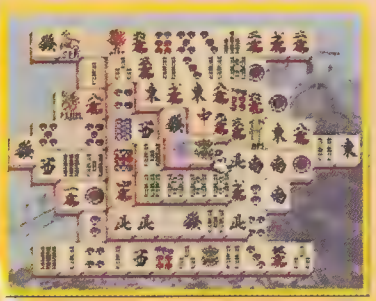
ACTIVISION
SUPER NES

Shanghai II: Dragon's Eye

Leslie Mizell

Cheers for Activision—instead of doing a strict translation when they ported their computer game *Shanghai II: Dragon's Eye* to SNES, they actually made improvements that cause the Super Nintendo version to surpass the original!

Shanghai, a solitaire version of the ancient Chinese game mah jongg, is one of the best strategy games around. You set up a game board called a *dragon* using 144 tiles in seven different suits. There are single tiles along the edges of the dragon, but the closer you get to the center, the higher the tiles are stacked. The object is to remove matching tiles until the board is cleared. However, you can remove only tiles that are "free," not boxed in by tiles on both sides.



Start matching with the center tiles, where they're stacked the highest, and with the far right and left, where they're blocking several rows.

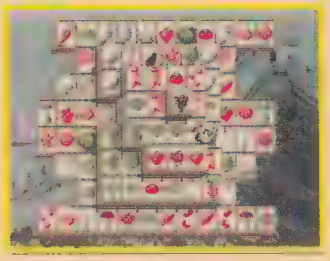
You can remove only tiles that have one side free. This center tile can't be played until you remove the ones around it.

There's a terrific variety of tile sets in *Shanghai II*. In addition to the classic Chinese figures, try playing with the fantasy set or the flags of the world. Activision has added more sets than in the computer version, so you can even play with fish tiles or other wacky sets.

Special options include two-player competition and tournament games, a time limit for plays, 13 different tile configurations, and a special "Dragon's Eye" game that's completely different.

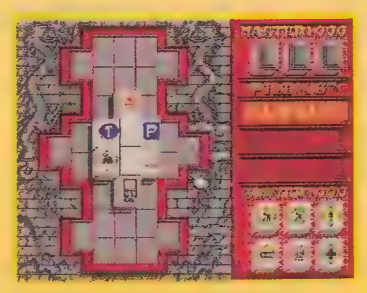
In short, here's a simple game to learn and play that's done to perfection.

GP



These vegetable tiles are among the more whimsical sets *Shanghai II* has to offer.

It's cheating, but you can shuffle the remaining tiles if you get stuck in the original formation.



The Dragon's Eye game is played with entirely different rules.

Activision; 11440 San Vicente Blvd.; Los Angeles, CA 90049

REVIEW

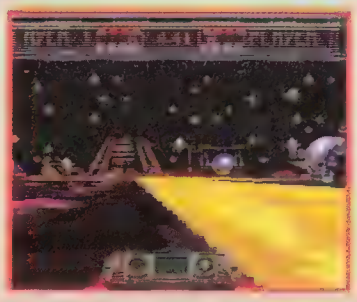
Space Football

Jonathan Gagnon

If you're tired of tossing the old pigskin around, how about trading it in for a hoverball and heading for the nearest magnetic-flux field? In *Space Football*, you must play in anti-gravity arenas in a fast, futuristic sport. Scoring's not easy — not only does your opponent shoot at you, but spincycles and magnetic force-field arrows form obstacles between you and the goal as well.

Space Football is almost identical to an old Atari game called *BallBlazer*, which astounded players with its speed and graphics. The SNES version extensively uses — almost *too* extensively — the scaling and rotation of Mode 7, and the speed is so fast that you can get dizzy watching your spincycle zip around. Your mission is like two-man football: You must capture the hoverball and take it to your end zone. Of course, it's easier said than done. You're working at top speed, and you can hold the hoverball for only a few seconds at a time.

Each of the 32 levels is more challenging than the last — even the early levels can be tricky. You can take on a friend, or play a computer opponent. Although the graphics in *Space Football* are good, the game's strength is the intensity of the speed combined with the use of Mode 7. *BallBlazer* fans, or players who like high-speed sports, should take a gander at *Space Football*.



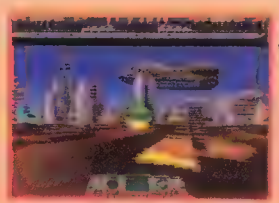
You lose power each time you slam into the force wall, so watch out.

The first player to score five touchdowns automatically wins the match.

Spincycles can throw you for a loop. If you're caught, slow down and back away.

Touchdown! It takes a lot of speed to bring the hoverball into the end zone.

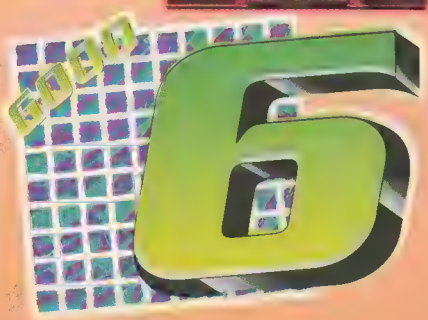
Use your shells to shoot the ball out of your opponent's grip.



Power-ups scattered across the field help refuel your energy.

The magnetic force-field arrows can help your ship make the break to the end zone.

GP



Triffix; 5756 Royalmount Avenue; Montreal, Quebec; Canada H4P 1K5

REVIEW

NATSUME
GAME BOY

Natsume; 1243A Howard Avenue; Burlingame, CA 94010

Spanky's Quest

Chris Slate

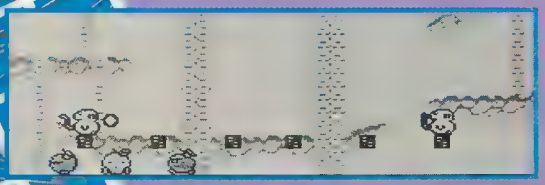
One fine day in Mopoland, Spanky the monkey happened upon the castle of an evil witch as it was being built by bricks falling out of the sky! When Spanky got caught in one of the towers, the witch told her secret: She's come to bring darkness to Mopoland.

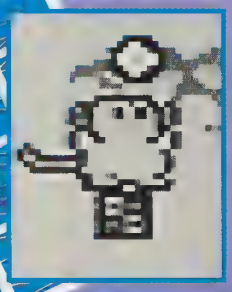
Spanky is the country's only hope. He must battle through five towers of 16 stages each to reach the evil Morticia, and their battle will decide Mopoland's final fate. Spanky can begin his quest in any of the first four towers, but he can't breach the fifth until he's passed the others.

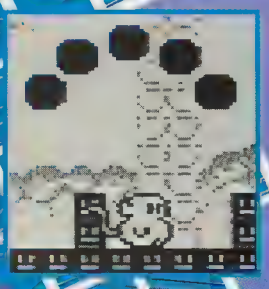
The brave little monkey can defend himself with special magic balls. In their original form, they can only temporarily freeze enemies, but if you bounce them around a bit to charge up their power, they can be lethal.

Spanky's Quest is a good, wastin'-away-the-day kind of puzzle game that you can pick up and play any time. A password feature saves your place, and, while the graphics could be better, Spanky's innovative attack method puts a new twist on the traditional Game Boy puzzler. People who like puzzle games should give *Spanky* a try — especially if you're looking for a game that you can't beat in an hour.

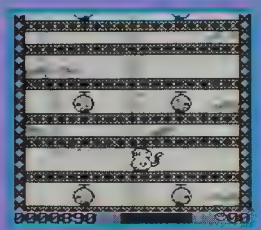
GP



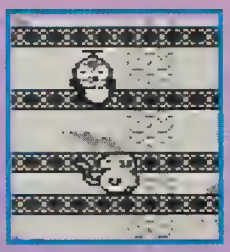




Every level is laid out differently, but the basic strategy remains the same: Stay away from enemy fruit while building the power of your magic ball. Try to bounce it up to level 4, then wait until the enemies group together so you can blast them all at once.



It helps to attack from above or below in levels like this. If someone jumps onto the same level you're on, quickly move to the next platform



If you can't power-up an attack in time, go ahead and fire a white magic ball to freeze your opponent — it won't kill him, but it gives you some time to put a safe distance between the two of you.

When you dispose of an enemy, it leaves behind a special power-up. These usually add bonus points to your score, but if you find all the letters in "Spanky," each enemy leaves behind a one-up!

REVIEW

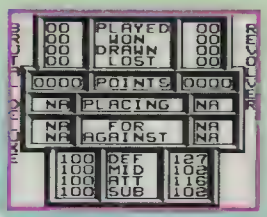
MINDSCAPE
GAME BOY

Mindscape; 60 Leveroni Court; Novato, CA 94949

Speedball 2

Stephen Poole

Here's a futuristic sports title that combines the strategy of soccer, the action of rugby, and the violence of *Rollerball*. In this single-player game, you control a nine-player team (goalie, two defensemen, three midfield players, and three forwards) at the bottom of the Speedball ladder.



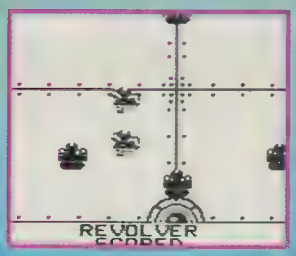
Determine where your team needs strengthening from the Fixture Screen.

You earn ten points for throwing a steel ball into your opponent's goal, but there are other ways to outscore the competition. Roll the ball up a multiplier ramp, for example, and you double the value of a goal. There are two bounce domes you can hit with the ball for two points a pop, and five stars along the wall near the opposing goal are worth two points each (light all five at once for an extra bonus).

Choose from three types of games: Knockout, Cup, or League. In Knockout mode, you play a series of exhibition matches against increasingly tougher opponents. The Cup is a knockout tournament consisting of four rounds. League play is the most challenging, as you lead Brutal Deluxe through a 14-game season.

Scoring points is obviously important, but over the long haul, the key to victory is to grab the coins you find on the playing field. Use the money to enhance your players' attributes: intelligence, stamina, throwing ability, speed, power, and so on.

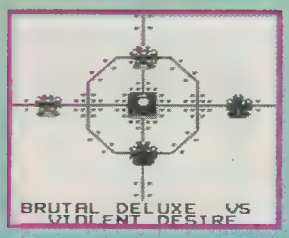
Speedball 2 first appeared on the Genesis, and this version retains most of that version's features — in the single-player mode. But *Speedball 2* is most fun when you're playing against a human opponent, something you can't do with this Game Boy translation. It's also sometimes difficult to follow the action. Still, its fast-paced excitement puts *Speedball 2* a cut above most Game Boy sports.



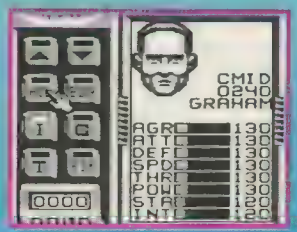
Score a goal to see some uninhibited showboating.

Victories don't come easy — as these guys know.

GP



Before each faceoff, check the area around you for coins or power-ups — grabbing them can be more important than controlling the ball!



The Attributes screen details each player's strengths and weaknesses.

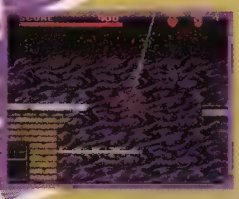
GOOD

6

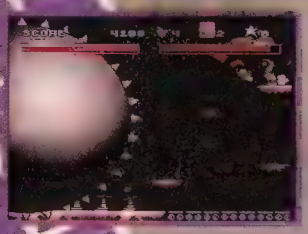
LJN
SUPER NES

LJN; 1 Spring Street; Oyster Bay, NY 11771

Spider-Man & the X-Men in Arcade's Revenge



In the first level, Spidey must touch each of the security eyes in order to open the exit. While Spidey's wall-crawling controls are well developed, this level's novelty wears off after playing it a few times.



The game actually begins when Spider-Man finds the X-Men. Together they must escape personal death traps. Gambit's level is one of the hardest — a giant spiked wheel forces you forward into danger.

Chris Slate

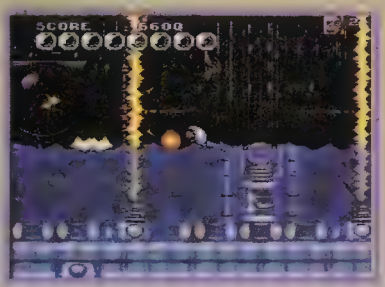
Talk about your Marvel dream teams! Ask any fan what his favorite comic books are, and chances are that "Spider-Man" and "The Uncanny X-Men" ends up at the top of his list. The X-Men, in particular, are at an all-time high in popularity, thanks both to the recent *X-Cutioner's Song* storyline and the animated series on Fox TV.

Loyal fans might be wondering exactly how close the video game comes to the characters' monthly comic books. The answer is mixed: While the graphics are loyal to the hot new style Marvel uses to draw the characters, the plot leaves something to be desired.

The story of *Spider-Man & the X-Men* revolves around a villain named Arcade, who long-time fans remember as one of the X-Men's deadliest foes. He's captured the X-Men, and it's your job to help Storm, Cyclops, Gambit, Wolverine, and Spider-Man escape. The traps and robots in Arcade's world make for a great video-game setting, but the game would have been a lot better if it had borrowed a plot from a recent comic-book series, or used the distinct personalities and powers of the X-Men to greater advantage (Storm, for example, never gets to control the weather). It could have been Mario running through this adventure — there's nothing except the look of the characters that says "X-Men."

Having said that, the game does boast great graphics, an incredible soundtrack, and its high difficulty level makes it a good challenge even for pros — it just doesn't have the "feel" of the comics.

GP



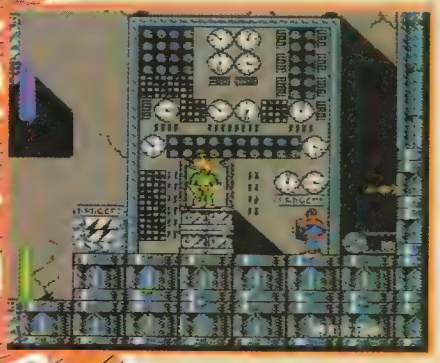
Because of Storm's ability to control the weather, Arcade has filled her level with water. Her only chance is to destroy the generators with lighting, which raises the water level to the exit.

Wolverine's level is filled with killer toys — the deadliest of which is the maniacal "Jack-in-the-Box with Machine Gun."

LJN
NES

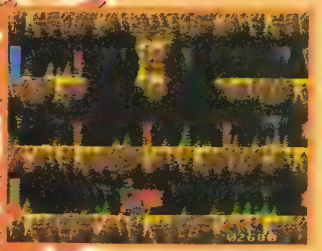
Spider-Man: Return of the Sinister Six

Billy R. Moon



Turn off the switch, then use your flying-kick to polish off Electro.

Spin on your web to get out of situations like this.



Use your crouch-attack to demolish the Sandman.

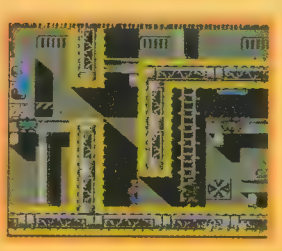
Spider-Man is one of a handful of comic-book characters that seems destined for life as a video-game hero. Not only does he have an interesting arsenal of cool gadgets and superpowers, but Spidey's lineup of enemies is also far more interesting than a lot of the bosses already presiding over even the best video-game kingdoms.

Unfortunately, *Spider-Man: Return of the Sinister Six* doesn't make full use of Spidey's powers. His web-slinging abilities are limited by the small supply of web fluid you're given—that supply is quickly used because it's virtually impossible to attack without wasting a shot. And our hero has trouble climbing side walls and ceilings even though he can effortlessly scale a wall that's facing the player. In much of the game, the spectacular Spider-Man is reduced to video-game peon, with only jumping and kicking as assets—not to mention the fact that Spidey is a lot *shorter* than he appears on TV and in comic books.

In addition, there are two major flaws that make the game harder than it deserves to be. The biggest is that you have only one life and a single continue. This problem is amplified by Spidey's awkwardness, seen most prominently in his inability to change directions except when standing upright. The second spent with your back to the enemy after an impressive jump over him, or the time wasted standing up to turn around after crouching to dodge enemy fire costs you a lot of hit points.

Despite its flaws, *Spider-Man* isn't a *bad* game. Even though the characters are small, the graphics are generally pretty good for 8-bit. Spidey does have a couple of moves (most notably his flying kick) that are cool, although they don't come from being bitten by radioactive insects. Most importantly, Spider-Man and his archenemies are *interesting*. With a little more effort, this could have been a great game.

GP



Save your web fluid to destroy these deadly zombies.

LJN; 1 Spring Street; Oyster Bay, NY 11771

REVIEW

ASCII
SUPER NES

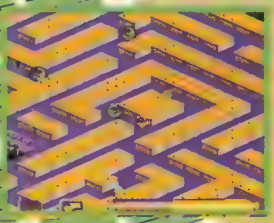
ASCII; P.O. Box 6639; San Mateo, CA 94403

Spindizzy Worlds

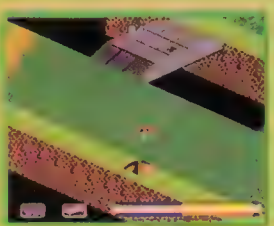
Jonathan Gagnon

Think back to a time when jigsaws were the only puzzle challenges. Nowadays, with mega-memory game systems, puzzles have advanced into complex strategy games that take a lot more brain work. A good puzzler needs originality, creativity, and the ability to keep the player's interest. It's tough to meet all these variables, but *Spindizzy Worlds* succeeds on all counts.

And speaking of stories, it seems that a huge collision in space knocked a cluster of planets into unnatural orbits. These planets became known as the Spindizzy Worlds. The planets' inhabitants somehow managed to survive, but they remained quite dizzy from the experience.

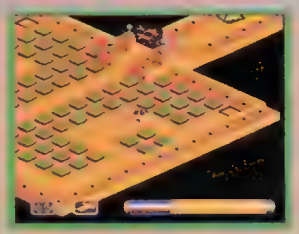


Grab the green dots in "Pac Attack" world while avoiding the alien creatures.



It takes quick reflexes in the "Beginners!" world to beat the time limit.

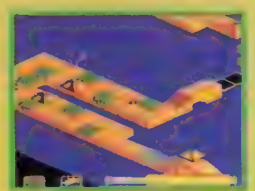
Some worlds require you to control platforms by pressing different colored buttons.



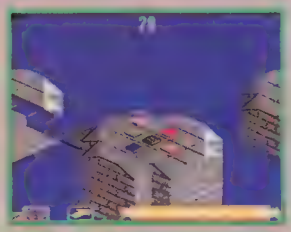
Keep the door open in "Gargoyle" world by pushing the button in the left or right corner — don't touch any of the green squares!

Meanwhile, Earth has become desperate for a new energy source. Telescopic surveys lead scientists to believe that the Spindizzy Worlds contain energy-rich jewels that are just the ticket for Earth's survival. It's your mission to use Gerald (the Geographic Environmental Reconnaissance and Landmapping Device) to explore these worlds and mine their hostile surfaces.

You must use switches, trampolines, ramps, lifts, and many other objects to grab the jewels. If you run into trouble on a planet, you can abort your mission, or you can replay planets to get a better fuel rating.



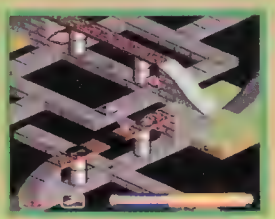
Watch for alien sharks in "Sandy Island," and don't stand too close to the water's edge.



After completing a level, go to the bonus stage. Grab as many jewels as you can without falling off the platforms.

The originality of *Spindizzy Worlds* makes up for the game's lackluster graphics and sound. It's a fun puzzle game with enough variety to keep you in a tizzy.

GP



In some levels, you must use binary switches to control doors or open passages. It's up to you to figure out what order turns them on and off.

REVIEW

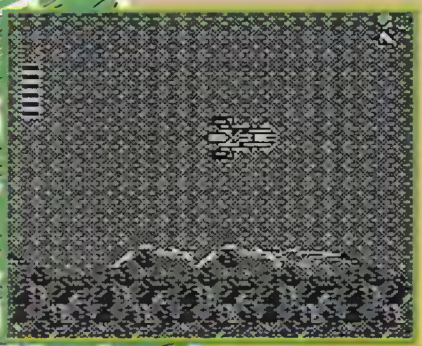
CAPCOM
GAME BOY

Capcom; 3303 Scott Blvd.; Santa Clara, CA 95054

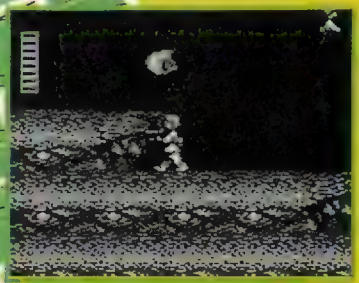
Star Wars

Billy R. Moon

Make sure you explore every cave — there's lots of cool stuff to be found.



To avoid getting lost in the desert, stay near the edges of the map. Tracks in the sand point you toward the Sand Crawler and R2D2.



Some of the caves have dangerous falling rocks. Duck by the ledges to avoid them.

Star Wars is a perfect movie for translation to video game. Unfortunately, not all video-game platforms are well suited to the task. Special effects and music play such an important role in the movie that it requires an impressive piece of machinery (i.e., the Super Nintendo) to capture its feel. The Game Boy just doesn't have enough power to handle it.

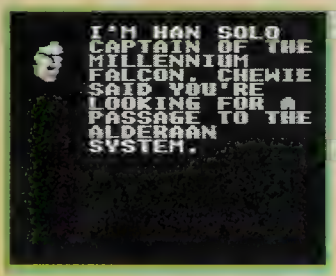
For example, since most of the machine's sound abilities are devoted to music, you can get hit several times and not know it unless you're keeping an eye on the graphics meter. Laser fire is reduced to a couple of blips drifting across the screen.

The Game Boy *Star Wars* is very similar to the NES version, flaws and all. The biggest annoyance is the time spent roaming around the deserts of Tatooine. This is compounded in the Game Boy version because of its awkward control, particularly while you're in the landspeeder. The game improves in a big way once you get out of Mos Eisley, but even then it's nothing great.

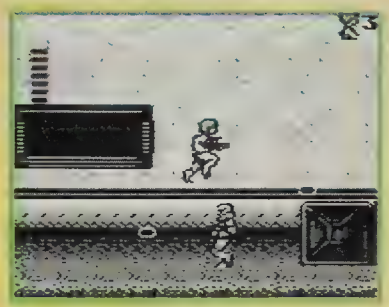
GP

In the game's favor, care has been taken to give each character his or her own look — you can recognize Greedo in the Cantina, tell Han from Luke, and even distinguish between differently outfitted Stormtroopers.

But all in all, there's no reason to tarnish your memories of *Star Wars* by playing this cart.



When you get to Mos Eisley, fight your way through the Cantina and meet with Han Solo.



You can avoid a lot of damage by jumping over heavy-duty enemies (like Stormtroopers) rather than fighting them.

NTVIC
SUPER NES

Strike Gunner S.T.G.

Jeff Lundrigan

Forget the story — all you need to know about *Strike Gunner S.T.G.* is that you're flying an earthly aircraft that's been modified to carry a wide variety of special weapons. As each stage begins, you choose a special weapon, but the twist is that you can use only that weapon for the entire stage. After you've beaten the boss, you can never choose that particular weapon again.

The Weapon-Select screen: Make a bad choice here, and you're stuck until you run out of continues!

The first stage and boss aren't too ugly. Practically any special weapon works well, so use something that's really useless later, like adhesive bombs.

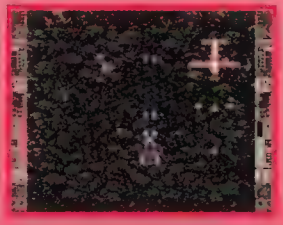
The height of the game's inventiveness is this boss, who bounces laser beams off orbiting mirrors. Either use something powerful (heavy vulcan) or something with a wide spread (spray missile).

This element gives *Strike Gunner* more strategy than the average shooter. But this tactic also has a serious flaw — if you make a really stupid selection and lose all your lives, the game forces you to begin the stage over again without letting you choose a new weapon. In other words, if you make a wrong choice midway through the action, you're stuck with it unless you reset the game!

On the plus side is *Strike Gunner's* two-player option, which allows you to make combination attacks. By linking your ship together with a partner, you double your fire power, with the player who initiated the link controlling everything except the fire buttons. If you're playing alone, go ahead and select two players, then use masking tape to hold down the Player 2 fire button so it shoots a continuous blast. You'll be ready to rock 'n roll!

Strike Gunner manages to be challenging and somewhat exciting without being terribly creative — you've seen this game before, you're going to see it again, but it's a painless way to spend some time.

GP



Two-player combination attacks, particularly the side-by-side combination, are helpful even when you're flying solo.

Strike Gunner does allow you to fly across a lot of different terrains, as well as outer space. Use photon torpedoes while surrounded by tanks in the desert, and homing missiles against the boats that attack you from behind.

NTVIC; 50 Rockefeller Plaza; New York, NY 10020

Sumo Fighter

review

DTMC
GAME BOY

DTMC; 370 Convention Way; Suite 202; Redwood City, CA 94063

Jeff Lundrigan

Sumo Fighter had a certain amount of promise. With the exception of *Street Fighter II's* E. Honda, you don't see too many sumo fighters in video games, and the idea of some enormous, diaper-clad hero stomping his way through umpteen levels is amusing. But *Sumo Fighter* just ain't the one. Bon Chan, undefeated Sumo champion, receives a note from the evil Hambei — his girlfriend has been kidnapped. The kidnapping is part of a plot to get Bon Chan out of the way so some other guy will win the next title bout.

And so it goes. The game has the attractive look of traditional Japanese art, but the animation is so stiff that it's often tough to make out what's going on. *Sumo Fighter* is a large game, but all the levels are basically the same — they just get tougher.

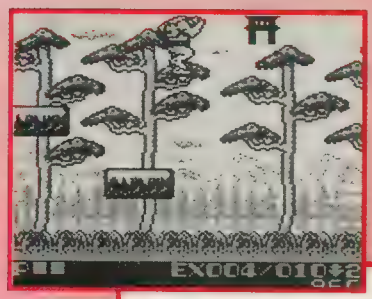
You spend a lot of time breaking open rocks and searching for temples where you compete for bonus items. If you can accumulate enough EX points, you can boost your fighting power and life meter. Trouble is, the rocks get harder to break, so you *must* pump up your fists or you can't power-up anything. Miss a temple or two, and you won't get anywhere.

It's easy to save your progress since you get passwords at the end of every stage — but why would you want to?

GP

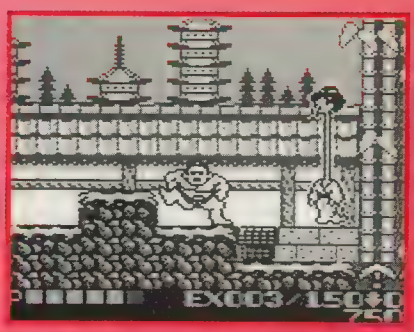
Find bonus items by breaking open rocks — making little ones out of big ones is nobody's idea of fun.

Whatever the game's faults, the bosses are very tough. This one tunnels beneath you — slap him down, or you're one dead fat man!



Every stage has a hidden temple. Inside you compete for bonus points, but the excitement of a sumo match is, well, underwhelming. Use points to build up your powers.

Bon Chan's girlfriend has been kidnapped! Golly — what an original way to start an adventure!



The Sumo Foot-Stamp works like a smart bomb, harming every enemy on-screen. Use it when enemies are perched above or below you.

GRAPHICS	5
SOUND FX	4
MUSIC	5
BELLS & WHISTLES	3
CONTROL	4
REPLAY VALUE	4

OVERALL **4**

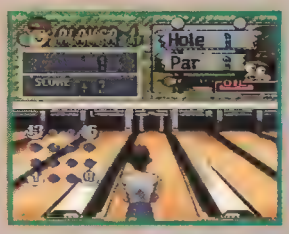
REVIEW

AMERICAN TECHNOS SUPER NES

American Technos; 19200 Stevens Creek Blvd.; Suite 120; Cupertino, CA 95014

Super Bowling

Lance Elko



In Golf, you move from one "hole" to another, each with a different pin configuration and par. This one's tough, with pins holding down the four corners — but par 3 is generous enough.

Even though it's the first bowling game for the SNES, *Super Bowling* sets a standard that will be hard to beat. It has solid game play, great graphics, and excellent animation, but it's the *fun* factor that earns *Super Bowling* such high marks.

Bowling isn't the most complicated sport, but it's one that's very tough to master — and that's true of *Super Bowling*, too. Anyone can play (the game mechanics take just a minute to learn), and anyone can play respectably. But only a few will become consistent aces. *Super Bowling* gets a strong nod for being modeled on realistic probabilities: Strikes aren't terribly common, spares (and especially splits) require concentration and precision, and the spin on your throw can make or break you.

Not only do you get to pick your bowler, but you also select the weight of the ball (6 to 16 lbs.) and whether you want to throw as a righty or lefty.

Super Bowling, endorsed by the Young American Bowling Alliance, lets you throw as one of four teenage bowlers — Pins, Red, Muscles, and Spinner (male, female, black, and white are represented), each with special strengths. You can elect to be a righty or lefty, choose from 11 ball weights, and determine how slick you want to make your lane.

Game selection lets you practice (setting your own pins if you like), play a regular 10-frame game, or tackle a Golf bowling scenario. In Golf, each frame is regarded as a hole, and a par number of throws is displayed after a unique pin configuration is shown. Golf is an interesting one-player game that's great for practice and personal challenge, but *Super Bowling* really shines as a multiple-player game. With two-to-four human opponents, you get a sharp sense of heated competition in a close game — and the experience can be as intense as a real nail-biter at the alleys.

Aside from a repetitious stereo soundtrack (it's well done, just tedious after a few games), there's little that needs improvement in *Super Bowling*. This game is a winner!

GP

The blue ball on the aim meter lets you line up your throws. After locking in your aim, you can still shift your bowler and control your spin and power.

You get a close-up as your ball strikes the pins. Here we've just managed a strike.

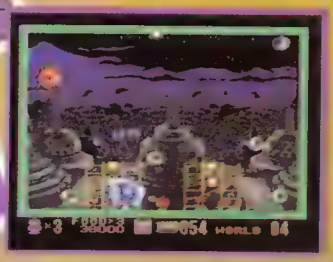
REVIEW

CAPCOM
SUPER NES

Capcom; 3303 Scott Blvd.; Santa Clara, CA 95054

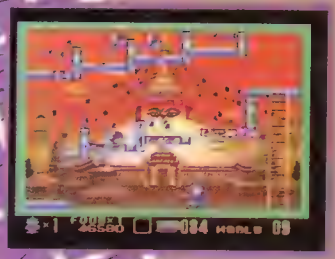
Super Buster Brothers

Billy Moon



Use the spread-fire gun to wipe out anything that gets in your way.

Let the big bubble bounce around while you take care of the small ones pouring in from the top of the screen.



Be careful not to destroy the platforms on the bottom — you need them to reach the bubbles at the top.

In the beginning there was *Tetris*, and millions of people spent millions of hours trying to keep little blocks from filling up computer pits. Then along came *Lemmings*, and everyone locked themselves in their rooms trying to keep the hapless little creatures from meeting an untimely demise. Now comes *Super Buster Brothers*.

Super Buster Brothers? It may sound like the latest ninja combat game, and maybe it's not up to *Tetris* or *Lemming* standards, but this goofy-titled game has similar simple, yet addictive game play. The basic premise is reminiscent of the old arcade game *Asteroids*: Big bubbles bounce on-screen and must be blasted into smaller bubbles, which in turn are blasted smaller still, until the screen becomes filled with tiny bubble particles.

You have a single-fire harpoon gun, and you earn more powerful weapons by shooting special targets. You can also collect several devices that make your task easier, such as protective shields and clocks that temporarily freeze the action for easy mass-destruction.

In the regular "Tour Mode" play, you travel the world by destroying the bubbles in a certain location. The background changes to reflect your present country, resulting in sometimes stunning digitized scenes. The music isn't as varied or interesting, but it does help keep the action rolling.

If things get too crowded, run under the platform.

Overall, *Super Buster Brothers* isn't quite as inventive as some strategy games in its class, but it can provide many hours of solid game play.

GP

Take advantage of time freezes by rapidly firing at the largest bubble around.

If you're in the right place at the right time, you can destroy a lot of bubbles before they become a threat.

REVIEW

TRADEWEST
GAME BOY

Tradewest; 2400 South Highway 75; Corsicana, TX 75110

Super Off Road

Jeff Lundrigan

Off Road was a big arcade hit, and *Super Off Road* for Super Nintendo brought home a lot of that same excitement. If you're looking for a similar white-knuckle experience, though, the Game Boy version won't quite do the trick.

As in the other versions, the object is to pilot a four-wheel-drive truck around a series of dirt tracks. The tracks are twisting monsters, strewn with holes, mud pits, and bone-jarring bumps. Of course, you're not on the track alone — there are three other trucks trying to cross the finish line ahead of you, and they're *mean*. You're awarded prize money for a first-, second-, or third-place finish, and you can use the cash to buy better equipment for your truck.

You can see only the section of track on which you're located, which occasionally makes it tough to tell your exact position among the racers.

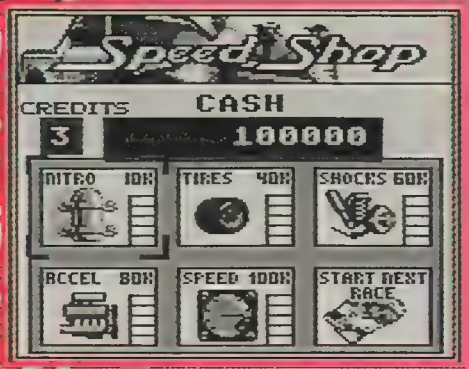
The translation to Game Boy is faithful enough — it just doesn't work very well, and for one simple reason: It's too tough to tell what's happening when you're playing on the Game Boy screen. Your truck bangs into barricades, obstacles, and other trucks even though it never seems to touch them.

In addition, one of the things that made the arcade and Super NES versions so great was the element of competition — you could face off against another human player. On Game Boy, you can only play against the computer, and that quickly gets old.

Coming in first is the only way to make the big bucks.

Acceleration is important on tracks with no solid boundaries — if you can't get ahead of the pack, they bounce you out of the stadium.

Use your meager funds wisely — tires and shocks are just as important as speed and acceleration. Spend the money, then get ready to race.



GP

BELOW AVERAGE

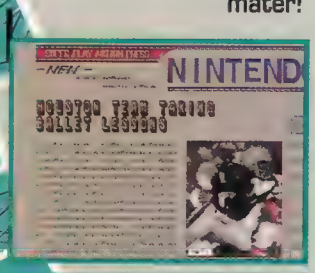
4

REVIEW

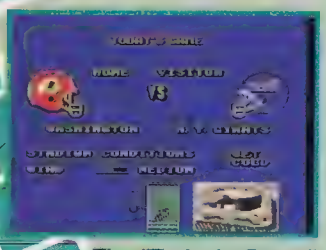
NINTENDO OF AMERICA
SUPER NES

Super Play Action Football

Super Play Action Football's unique High School play not only allows you to name your own team, but you can also choose the colors of your helmets, jerseys, and pants! Re-create your own alma mater!



You can read about recent NFL events in *The Nintendo News.*



The "Today's Game" screen provides last-minute information. Pay close attention to the weather — especially the wind.

Chris Slate

Video-game licensees have tackled this year's NFL season with a ton of new football cartridges. One of the latest is from big-league Nintendo of America. A translation of the original NES hit, this new version has a lot of new tricks up its sleeve.

Super Play Action Football is jam-packed with special features. For instance, this is the first SNES football game to offer two-player simultaneous (head-to-head) play at the NFL, college, or even high-school level. You can even design your own high-school team, from its name and mascot to the color of the uniforms! You can also play in season competition, which is a lot of fun for die-hard football fans who enjoy watching the teams progress through the year. And what's more, an impressive playbook is packed with details of 32 offensive and 16 defensive plays!

Perhaps the game's only fault is its slow speed. There's not any break up or slow down during play — the whole game consistently moves at a snail's pace. On the lighter side, the slow speed gives you extra time to plan your strategy!

In short, *Super Play Action Football* may not have the hardest-hitting gridiron action available, but pigskin strategists and football fans will enjoy its unique options and features.

Choose heads or tails during the coin toss. And look closely at the two sides of the coin — it's yet another Mario cameo appearance!

The kickoff isn't as easy as it looks. There are many different factors to consider, such as wind strength and direction.

In the NFL, the playbooks contain so many different plays that there isn't room to name or describe them. This is where your own playbook comes in handy — just pause the game and flip through to find the corresponding play.

Nintendo of America; 4820 150th Avenue NE; P.O. Box 957; Redmond, WA 98052

REVIEW

TECMO
NES

Tecmo Cup

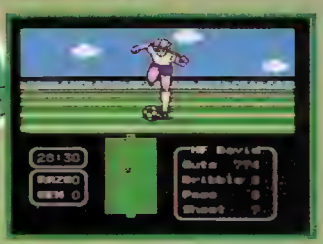
Billy Moon

Sports games on the video-game systems of yesteryear were a simple lot. Most all of them — with the exception of "blip" games, were bare-boned action-oriented adaptations of the Big Three: football, baseball, and basketball.

But as hardware has become more sophisticated, so have the games. Not only do we now have a broader choice of sports, but most of them include at least some aspect of strategy as well. The best of the games allow you to control the actions of the players and most coaching duties. But Tecmo has gone one step too far — the soccer-based *Tecmo Cup* is so strategy-heavy that it's essentially a role-playing game!

The idea behind the game is strange, but, handled correctly, it could make an interesting alternative to traditional sports simulations. Unfortunately, *Tecmo Cup* isn't good enough to support the game concept. The only action sequence in *Tecmo Cup* involves moving the ball up the field. You can move your player in any direction, but he's the only one actually shown on the field. You have no way of knowing whether you're gliding through an open field or setting yourself up for an ambush.

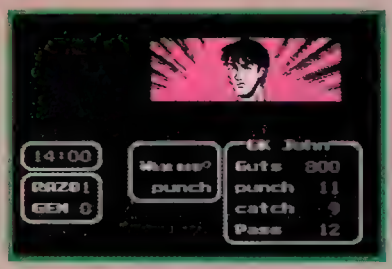
Pay close attention to the coach's advice — it provides your only knowledge of the other team.



Running the ball up the field is the only real action in the game.

Choose each character's actions based on his ability scores.

In addition, you're not given any option other than creeping up the field until the game system decides that an opposing player has come in to block. Again, you're playing it blind since the screen still fails to show any of the other players, leaving you to choose your player's actions based only on a set of ability stats. Don't be surprised if you pass the ball, only to find your teammates well-guarded and the goal wide open. And even if you make a good pass, the ball is almost as likely to be blocked if the receiver is wide open as if he were surrounded.



Your goalie generally has only two options. Don't try to catch the ball if iit has been kicked pretty hard.

Essentially, playing this game is like watching a soccer cartoon. That might be nice if it demonstrated some terrific digitized graphics, but when you're viewing mediocre 8-bit graphics, it just isn't much fun.

GP

Tecmo; 18005 South Adria Maru Lane; Carson, CA 90746

REVIEW

DATA EAST
GAME BOY

Data East; 1850 Little Orchard Street; San Jose, CA 95125

Tumblepop

Before embarking on your quest, enter the shop and stock up on valuable items.

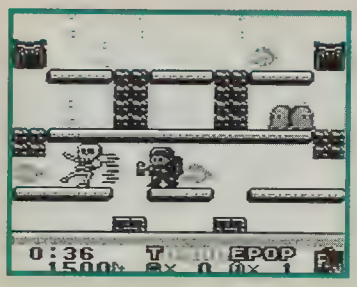
Jonathan Gagnon

If there were a contest for the weirdest, most bizarre video-game story lines, *Tumblepop* would definitely be a contender. In this Game Boy title, nuclear and environmental disasters have threatened to wipe out life on Earth by the year 2018. Mutants and wild creatures threaten the few normal beings who have survived. But these horrors are about to meet their end — thanks to the Vacuulator! Using this instrument, you can suck up enemies, then destroy them by tumbling them against each other until they pop.

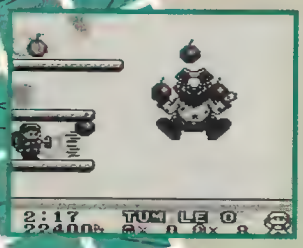
Tumblepop has all the right elements for an enjoyable and exciting game. You maneuver through eight stages, each with a final boss to defeat. You enter shops, bonus rounds, and sub-levels throughout your mission to keep your life intact. If you play with a friend, you occasionally must *compete* with him or her to see who can suck up the most foes.

And if you think you can build a better level, you've got the ability to try with the construction mode. You decide the layout of the stage with blocks, then add whatever enemies you'd like to complete your personal *Tumblepop* vision.

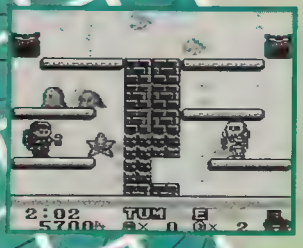
GP



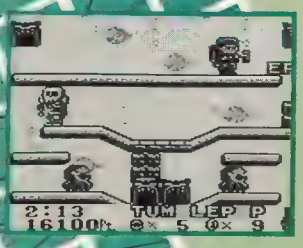
Use your Vacuulator to suck up the enemies, then spit them out at each other. You can hold only three foes at a time.



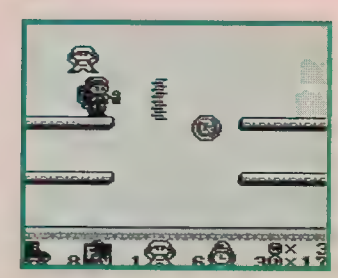
This clown is no match for you. Suck up his bombs, then spit them back as stars.



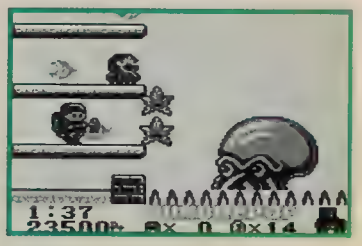
Use stars to break through the walls — it gives you more room to maneuver.



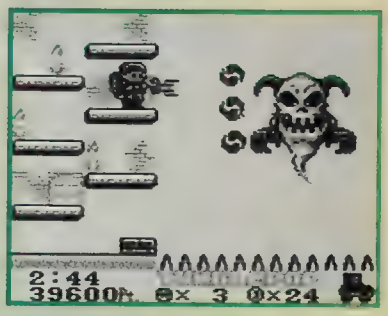
Collect the letters in "Tumblepop," and you skip the rest of the level and head straight for the bonus round.



Stay on the top ledge of the bonus round and aim the Vacuulator toward the middle of the screen.



To defeat the sea creature, suck up the small octopi and spit them out at him. Stay on the middle ledge to avoid the creature's tentacles.



This boss tries to burn you, but not if you're quick on the draw. Suck up the fireballs, then spit them back.

Absolute; 251 Rock Road; Glen Rock, NJ 07452

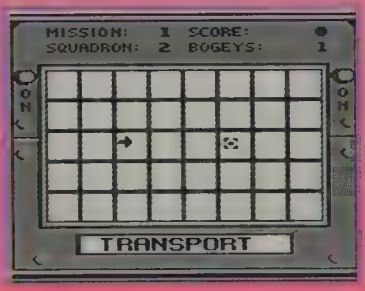
Turn and Burn

Jonathan Gagnon

As you get ready to launch your F-14 Tomcat, put the thrust up to 99 percent.

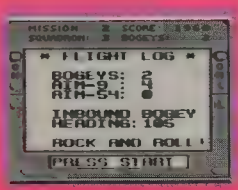
The classified instructions from Naval Intelligence are in your hand. The adrenaline starts flowing as you read your new assignment: Because of continued unrest in the Persian Gulf, the Secretary of Defense has ordered retaliatory action. You've got 48 hours before you head into battle. But with its maximum altitude speed of Mach 2.34, two massive afterburning Turbofans, and cruising speed of 400-550 knots, the F-14 Tomcat just might bring you back alive.

Turn and Burn is the closest thing to a true flight simulator the Game Boy offers. It allows you to control takeoffs and landings as well as head-to-head dogfights with the enemy. The F-14 control panel contains the weapons systems and radar which are vital in your plan to return from a mission intact. Mission briefings can help you plan strategy, and long-range radar helps you stay one step ahead of the enemy.

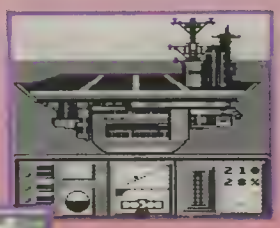


Use the long-range radar to guide your jet to the enemy.

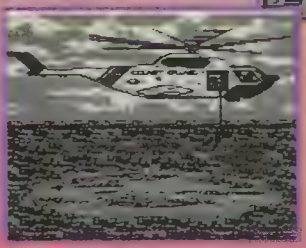
Make sure you have the enemy in your sights before you use sidewinder missiles — your supply is limited.



The flight log provides you with the headings of enemy bogeys — and how many you must face.



For a picture-perfect landing, you need the right altitude, headings, and thrust.



If the action gets too intense or if you're badly hit, don't hesitate to pull the Eject button. A rescue helicopter will pull you from the ocean, and you can begin the mission again.

For realism of flying, it's not been done better than *Turn and Burn*. Although the graphics and sound are well done, it's the true flight simulation feel that makes *Turn and Burn* a winner.

GP

Once you've completed your mission and landed safely, your crewmates give you a hero's welcome.

AMERICAN SAMMY
SUPER NES

American Sammy; 2421 105th Street; Suite D-104; Torrance, CA 90501

Ultimate Football

Jonathan Gagnon

Are you tired of being just an armchair quarterback? Do you want to get into the game and call your own plays? How about feeling the crunch as you sack a quarterback or the thrill as you catch a long bomb? *Ultimate Football* gives you the chance as it joins the ranks of Super NES gridiron simulations.

What *Ultimate Football* has going for it is its playability, its smooth, no-flicker animation, and its action-filled game play. You also have playbooks for both offense and defense, and all the plays — field goals, extra points, interceptions, and the rest — that are the foundation of the sport. The half-time show's not bad, either.

However, *Ultimate Football* has some flaws, too. There aren't any real players, and you don't get any stats on the fictional players you do have. In short, if you want a good basic gridiron game with no bells and whistles, check out *Ultimate Football*.

GP

Put on your helmet and get ready to rumble.

The bar at the bottom of the screen indicates when it's time to pass.

It's up to you to pick the play that will score that TD.

Try to break through the line to block the extra-point kick.

Use your blockers on the kickoff to create a hole.

The half-time show is pretty entertaining, but hey — we've got a game to play.

Break your opponents' will by stopping them at the goal line.

At the end of the game, a newscaster wraps things up.

GOOD 6

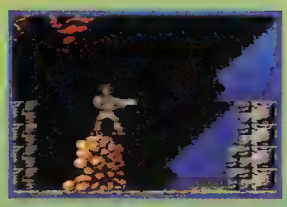
BALLISTIC
SUPER NES

Ballistic, 550 South Winchester Blvd; Suite 200; San Jose, CA 95128

Universal Soldier

Patrick McGee

In level 2-1, stand in the pit and aim the laser whip at the boss's blue eye.

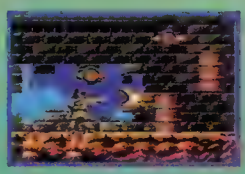


To destroy these blobs safely, use the laser whip while standing on a blob's head.

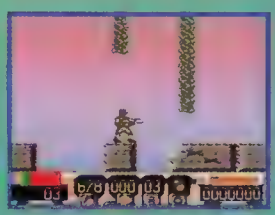
You knew it was bound to happen — first the movie, now the video game. *Universal Soldier*, that action-packed summer flick, makes just an action-packed Super NES adventure.

Your mission is to stop Andrew Scott, a Universal Soldier gone berserk. In 11 levels spread throughout four worlds, you must battle one or more bosses, including a final showdown with Scott himself. You have a variety of weapons at your disposal. You begin with the standard sidearm, which is basically a waste of time — you need *real* firepower. Luckily, you also carry the mighty laser whip that destroys anything and can strike in any direction.

You can transform your sidearm into more useful weapons — such as the multi-shooter, high-powered laser, or bounce shooter — by picking up hidden power blocks. The power blocks also contain items that restore your energy, provide temporary shields, or give you more power or more lives.



Shoot the barrels in level 3-1 for specialty items.



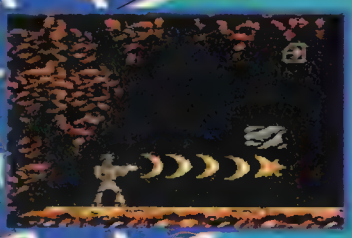
Beware of falling floors at the beginning of level 2-3.

The bounce shooter is your best weapon.

The best offensive weapon is also your best defensive weapon: the bounce shooter. Rapid fire from this gun fills the screen with a relentless ricochet of energy balls that can destroy anything in your path.

A password system allows you to pick up a game in progress, and it also lets you redefine the playing keys — if you prefer that the A button fires your weapons instead of the B button, *no problemo*, you just change it.

Universal Soldier has good graphics with interesting scrolling backgrounds, and your character, believe it or not, runs very smoothly — although he's a terrible jumper. The bosses aren't very exciting or interesting, but trying to find them is. However, players should be warned that this game is almost a direct translation of the Genesis game *Turrican*. If you have one, you probably won't want the other. But if you're new to the adventure, you might want to enlist this soldier.



Find hidden blocks with the laser whip for specialty items.

To beat the boss in level 1-2, use the bounce shooter off the opposite wall.

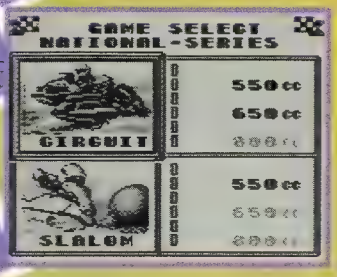
GP

REVIEW

NINTENDO OF AMERICA
GAME BOY

Wave Race

Selby Bateman



Wave Race includes three levels of head-to-head racing as well as the slalom series.

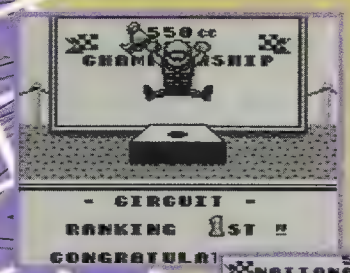
Rev up your engines and warm up your thumbs for some wet and wild jet-ski style racing!

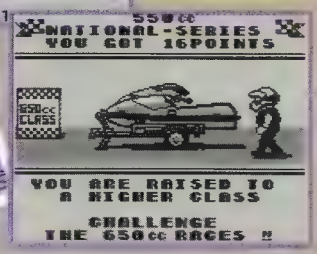
You're at the controls of a Personal Water Craft (PWC), going head-to-head against three other power-ski machines over 16 courses in eight locations. As you climb the ladder of success, the engines get bigger and the PWCs harder to control.

Test your speed and control on either the head-to-head racing circuit or the slalom series. Learn to hang tight in the corners, time your platform jumps carefully, and watch out for the whirlpools that can send your PWC into a time-wasting spinout. For that sudden boost in speed, use the Turbo jet button.

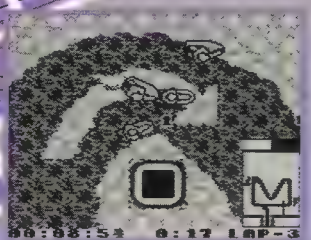
Like *FaceBall 2000* and other action games, *Wave Race* is the most fun when you and three friends hook up the Four-Player Adapter to compete. Contending with the machine's PWCs is fun, but it's almost always more exciting to take on human opponents.

Another nice touch in *Wave Race* is that you can save your race results in order to compare the best course and lap times. They're saved to the cartridge automatically, and you can easily erase them.

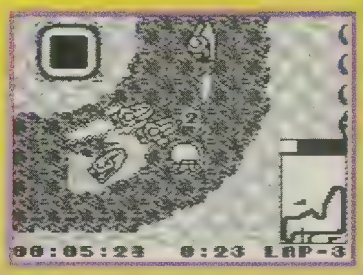




If you win a race series on the circuit, you're on your way to higher levels and more powerful water crafts.



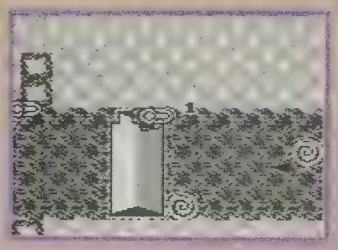
Sharp cornering and smart use of the Turbo jet button cut valuable seconds from your times.



Ride over the octopus symbol to steal some of your opponent's Turbo power. Also look for dolphin symbols — they provide great control.

The PWCs have a good feel as they slew around in the water, and the overall graphics are nicely done. As racing games go, *Wave Race* comes on strong.

GP



Learning both to hit the ramps and land with perfect control means the difference between victory and just another wet ride.

Nintendo of America; 4820 150th Avenue NE; P.O. Box 957; Redmond, WA 98052

REVIEW

WordZap

JALECO
GAME BOY

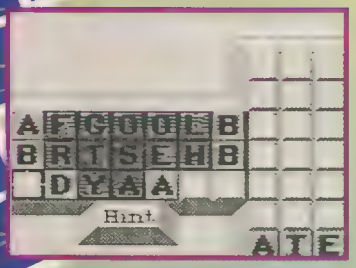
Jaleco; 310 EraDrive; Northbrook, IL 60062

Selby Bateman

Word up! Game Boy owners who like word puzzles are going to be taxed, tested, and tried by Jaleco's *WordZap*.

It's really two word puzzle games in one. The first, called "WordHai," requires you to create three-, four-, or five-letter words from a letter tray. The trick is that you can use only the letters on the ends of each row, and every letter must be used. You may think you're doing great until suddenly you're left with a Z, G, H, and P — then it's back to the drawing board.

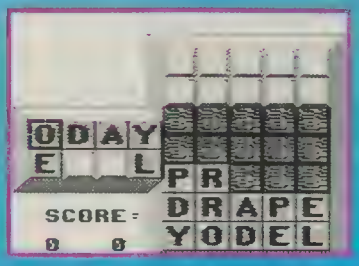
"WordZap" pits you against the computer (or another player via the Game Link video cable). The action is quick, since you must come up with seven words before your opponent. If you both create the same word — *zap*! — it's removed from each list.



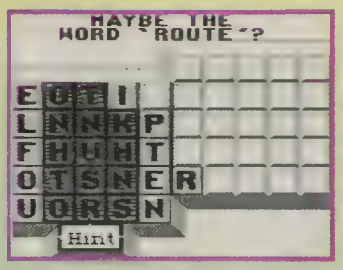
In "WordHai" you can use only the letters at the ends of rows.

Round 1-1 is complete — every letter has been used.

As you solve each round of "WordHai" in the Challenge mode, you uncover part of a picture puzzle.



Time flies in "WordZap." The lines fill from the bottom, and you'd better not fall behind.



A friendly hint now and then never hurts.

Both games offer a good deal of variety. For example, "WordHai" features a Challenge mode that lets you uncover a hidden picture. Successfully finish four rounds, and you're rewarded when the picture's animated. There are also a Free Play mode and a Timed Turns mode in "WordHai," each of which gives game play a new twist. "WordZap" also offers variety, with a solo option and handicapping in two-player mode. Both games have multiple difficulty levels (based on a 10,000-word dictionary), vocabulary levels, and the option to use plurals. A Hints option helps the letter-leery or word-weary.

WordZap is among that group of games just perfect for the Game Boy — whether you're flying across country, driving on a long trip, or just couching it after a long day. Spread the good word!

REVIEW

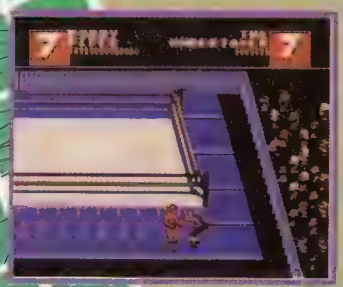
LJN
NES

LJN; 1 Spring Street; Oyster Bay, NY 11771

WWF Steel Cage Challenge

Chris Slate

Among the 11 wrestlers you can select are legends Hulk Hogan, Rowdy Roddy Piper, and Jake the Snake Roberts, and rookies such as Sid Justice or Irwin R. Schyster. Your wrestler is brought to the ring by none other than Mean Gene himself.

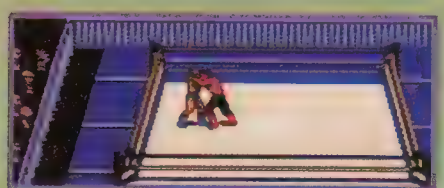


Sometimes the action's so intense that the ring can't possibly contain it! Fighting outside of the ring can be very dangerous, but it's a good strategy if you're way behind.

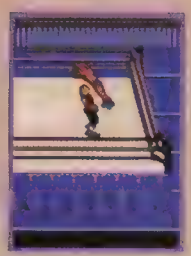
Slam! Bash! Ka-pow! Hop in the ring for no-holds-barred wrestling action at it's dirtiest! *WWF Steel Cage Challenge* goes beyond the limits of normal wrestling — when you take some of today's toughest brawlers and lock them in a steel cage, anything can happen!

Choose from ten top professional wrestlers, then pit them against each other in singles or tag-team competition. You can wrestle in a regulation ring or battle it out in the steel cage. It's just you and your opponent in the cage — there's no ref and no rules. The only way to win is to climb to the top of the cage, and the only way to climb to the top is to knock out your opponent so he can't stop you.

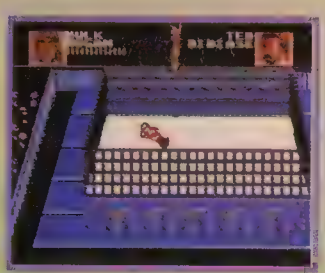
WWF Steel Cage Challenge has more than its share of problems. The characters and ring are small, and you have a very limited number of moves. On the plus side, however, the roster of wrestling giants has been updated to include some new wrestlers, and the addition of the steel cage itself is a bonus. All in all, *WWF* could have been a lot better, but it's nice to see that there are still some big-name games for the NES.



As in previous *WWF* games, you must lock up with your opponent to pull off the most dangerous maneuvers.



This flying shoulder-throw can be very effective, especially if your opponent is already lying on the mat.



There's only one rule in the cage match: Whoever climbs out first, wins. If you want to reach the top of the cage, you're going to have to go through your opponent to get there.

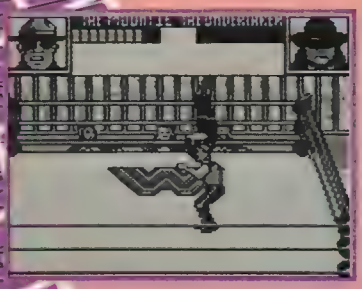
GP

REVIEW

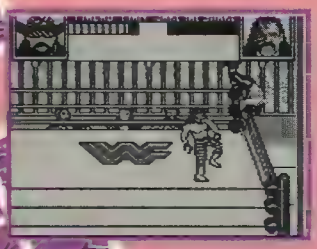
LJN
GAME BOY

WWF Superstars 2

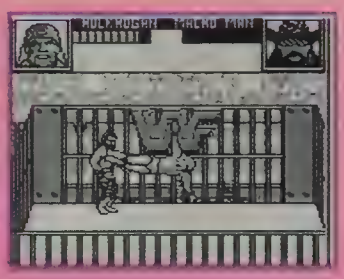
Jonathan Gagnon



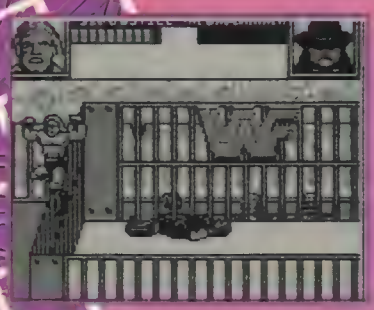
Take The Undertaker to the grave by performing a suplex.



If you're close to the ropes, you can flip your opponent over onto the nice hard concrete.



You can fight in the steel cage if you prefer. Here Hulk Hogan lands a flying drop-kick on Macho Man.



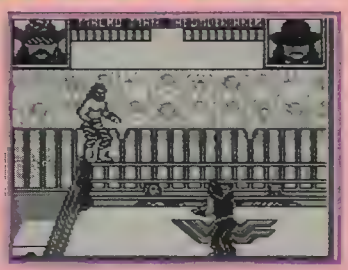
Climb to the top of the steel cage to clain victory.

OK, all you wrestling fans! Are you ready for some teeth-grinding, body-smashing fun? Step right up to the wrestling ring — or, if you prefer, the steel cage — and pit yourself against six of the World Wrestling Federation's greats. If Sid Justice, Jake "The Snake" Roberts, The Undertaker, The Mountie, "Macho Man" Randy Savage, and Hulk Hogan don't strike fear in your heart, you're in the right place.

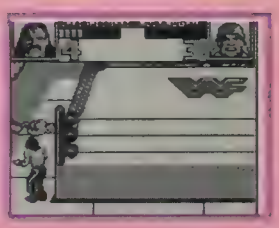
In single or tag-team competition, there are plenty of elbow-drops and flying drop-kicks to go around. And just like on TV, the fights aren't always confined to the ring, but can spill onto the floor... where anything goes. You can use most of the moves that the pros use, but you can also be knocked down or thrown against the ropes. Of course, you can climb up on the turnbuckle to perform some aerial maneuvers of your own, too.

The wrestlers in *WWF 2* are fairly large, and you can choose any of the six right from the start. The graphics and sound are solid, but most of the fun comes from performing the different combinations of moves that characterize pro wrestling.

GP



Use the turnbuckle to do some serious damage. But watch your energy meter — if it becomes low, it's hard to get your opponent into a hold.



Watch the count if you're fighting outside the ring — you don't want to lose on a technicality.

Aahh — the belt. Now you're truly a wrestling king.

LJN; 1 Spring Street; Oyster Bay, N.Y. 11771

REVIEW

NINTENDO NES

Yoshi

Chris Slate

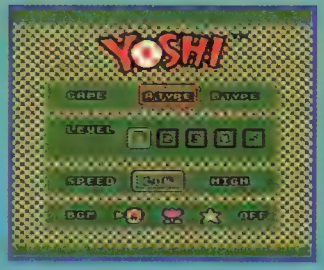
Getting a supporting role in *Super Mario World* has done wonders for Yoshi's career. People have been begging to see more of Mario's versatile little dinosaur buddy. In his latest project, aptly titled *Yoshi*, NES players everywhere get first-hand experience of what it's like to play *Tetris* in Mario Land.

Yoshi is a fast-paced puzzle game; your goal is to free the Yoshis, who are trapped inside falling eggs. Various types of blocks fall as well, and you must match similar blocks (making them disappear) to keep them from reaching the top of the screen. You can play several versions of *Yoshi*, including a two-player competitive mode in which the first person to hatch three eggs is the winner.

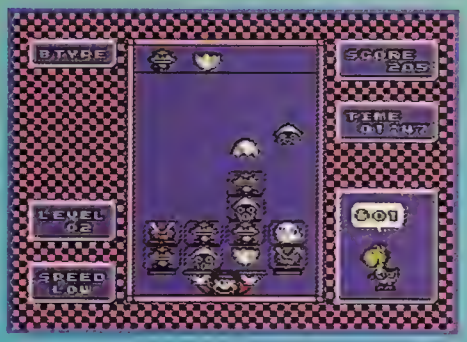
Although *Yoshi* borrows a lot from classic puzzle games such as *Tetris*, it's still a very good game on its own. It quickly becomes addictive, and the different modes of play keep the challenge fresh. It's also nice to know that Nintendo hasn't forgotten its 8-bit NES users. This game could have easily gone to the Super Nintendo, but it's instead it's one of the handful of new NES games.

GP

In the "B" game, your score's tallied between levels as Mario and Yoshi perform a classic trick from *Super Mario World*.



Enter the Options mode from the title screen, then set the game's parameters to fit your personal playing style. You can change the game type, the difficulty level, the speed, or the background music.



To free a Yoshi, you must land the top of an eggshell on its bottom half. Other blocks can be sandwiched between the halves — in fact, the more the better! Your bonus points depend on the number of blocks there are.

It can be quite a while before a Yoshi egg falls. In the meantime, you must deal with all the other blocks. Match two of the same kind, and both disappear.

Nintendo of America; 4820 150th Avenue NE; P.O. Box 957; Redmond, WA 98052

REVIEW

KONAMI
GAME BOY

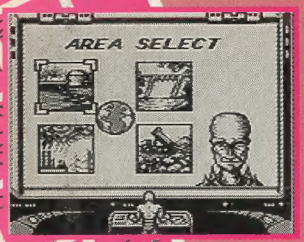
Konami; 900 Deerfield Parkway; Buffalo Grove, IL 60089

Zen Intergalactic Ninja

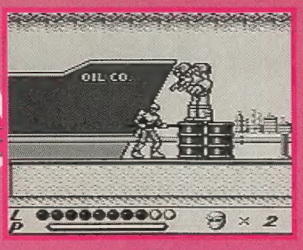
Patrick Baggatta

Despite having the best ninja title outside of *Ninja Nerd* for the Atari Lynx, *Zen Intergalactic Ninja* falls short of its promise. It appears to be an environmentally conscious game that should enlighten and entertain, but the consistently sluggish movement of the characters and the mundane scenery and action will lose players' interest fast.

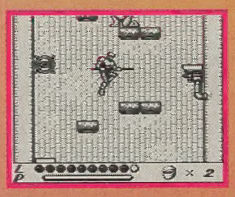
Zen Intergalactic Ninja is a standard formula of running, jumping, and hitting your way through mindless enemy forces. There are five stages of ninja action in all, but there's very little difference between each one.



One nice feature in *Zen Ninja* is that you can play any of the first four levels right from the beginning of the game. All four levels, however, must be completed before you can advance to the fifth and final level.



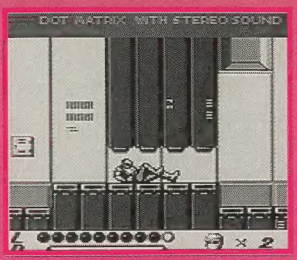
Watch out for the slippery ground in the oil field, as well as for evil villains ready to protect their oil supply ... at all costs.



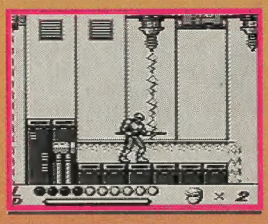
To make it to the top of this incline, you must battle grenade-tossing villains and ill-placed fans.

However, *Zen Intergalactic Ninja* does make an effort to educate kids about the environment. Each enemy represents an environmentally damaging agent existing in today's society. For example, one boss lives in a solid-waste dump, one lives in oil-coated terrain, and one pops up out of a smoky factory chimney. Kids should appreciate the association of these destructive elements with evil enemies, but the noble intentions of *Zen Intergalactic Ninja* would be even more valuable if only the action weren't based on such tired models.

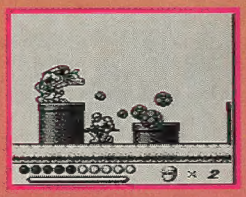
GP



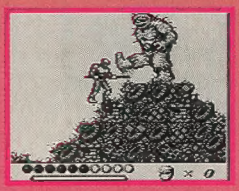
If a passage is too small to walk through, try sliding on your back.



Don't let the flow of wa-ter force you into the far more dan-gerous electric current. Remember water and electricity just don't mix.



Stay low when Fogger exhales his toxic smoke. Try to do as much damage as you can when he first pops up from the chimney.



Don't let the awful smell of the dump keep you from doing what you have to do. Stay close and try to get rid of this boss before he dives back into the junk heap.

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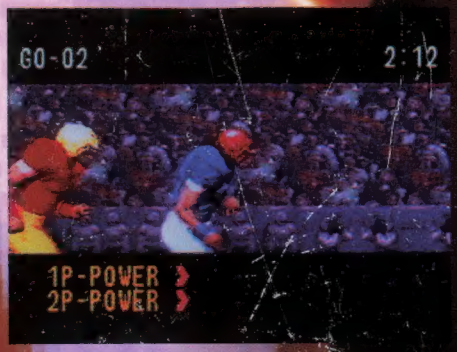
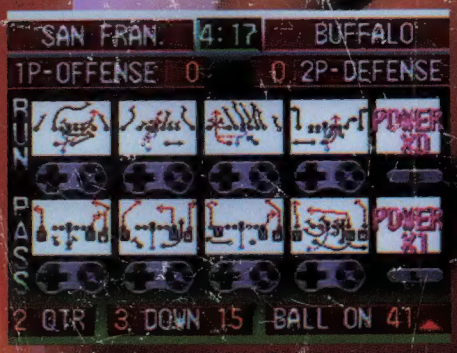
THIRST QUENCHER

Frank Gifford calls every down.



Power Play Mode zooms in tight on all the action.



Run a variety of offensive and defensive plays.

Try not to fumble as you plow down a mud-slicked or ice-packed field.

SO REAL IT HURTS

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